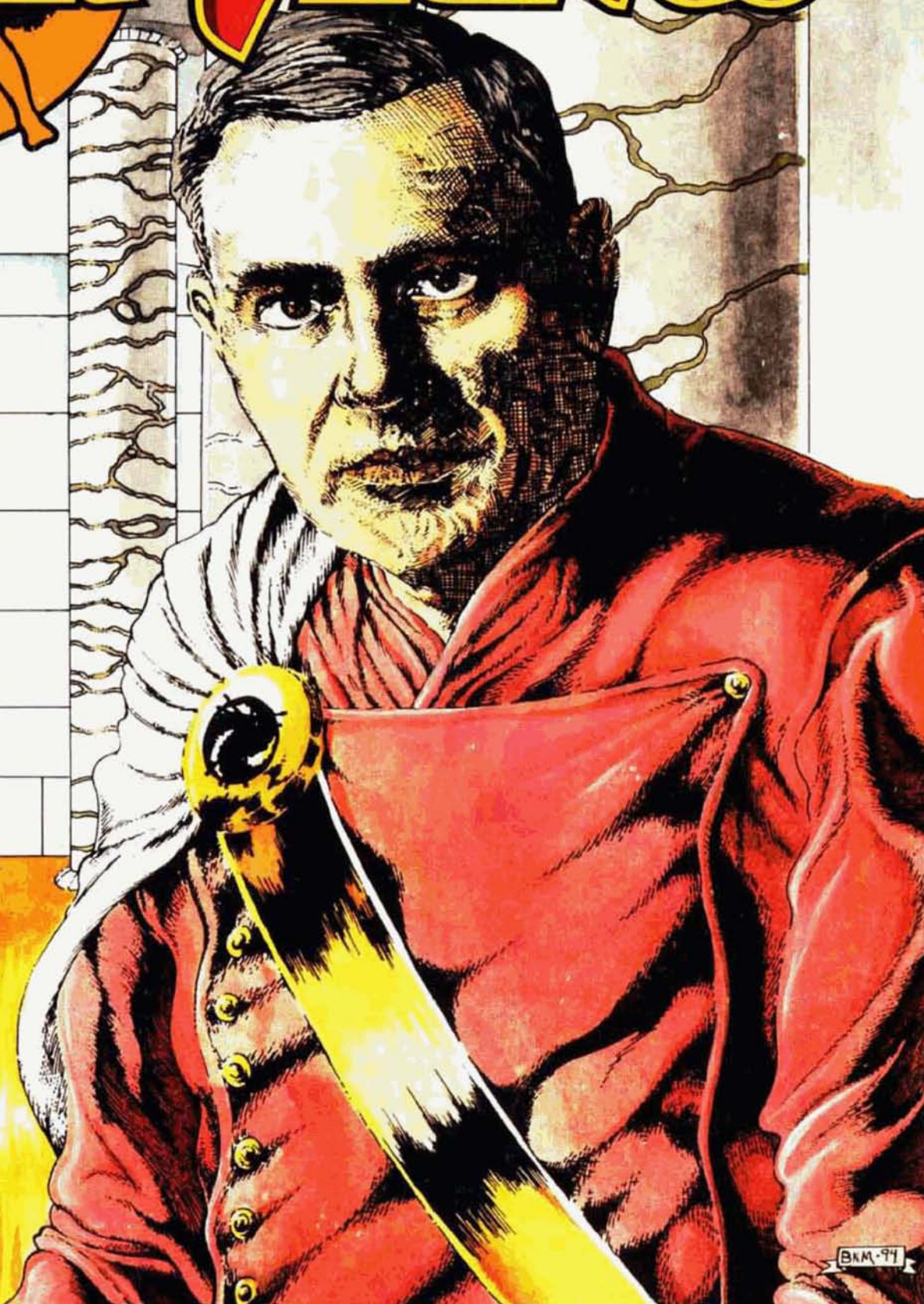


STAR VIKINGS[™]

Personalities
of the
Reformation
Coalition

4
Reformation
Coalition
Manual

GDW



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TRAVELLER
The New Era



STAR VIKINGS™

Personalities
of the
Reformation
Coalition


4
Reformation
Coalition
Manual



GDW


Science Fiction Roleplaying Game

TRAVELLER
The New Era



**"To our absent friends:
You shall not have died in vain."**

**—Variation on the traditional
Reformation Coalition
armed forces toast**



Design: Frank Chadwick, Dave Nilsen, Loren Wiseman, and Bradley K. McDevitt

Development: Dave Nilsen

Art Direction: Kirk Wescom

Cover Illustration: Bradley K. McDevitt

Interior Illustrations: Greg Breault, Mitchell Duerfeldt, Bradley K. McDevitt, Mark Ryberg,
Doug Shuler, and Kirk Wescom

Typesetting: Stephen Olle

Proofreading: Stephen Olle

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The Introduction



Rebuilding A Civilization



REBUILDING A CIVILIZATION

Traveller: The New Era is a story, and, like all good stories, it is about people. The basic game rules provide plenty of tools for creating player characters and nonplayer characters (NPCs), as well as some good direction as to the types of people encountered. But there's no substitute for some good, solid examples to make something clear.

Star Vikings provides those examples. It presents 32 very detailed NPCs, all of them sufficiently developed to be player characters, and in the process gives players and referees alike a much more intimate and personal view of the Reformation Coalition and the area immediately adjoining it. Why? Because a society is not slogans, flags, crests, institutions, or rules; it is people. These people will tell you, in their own words, what sort of world they come from and what sort of new world they envision.

The basic game rules outline two types of NPCs: template and detailed. Template NPCs are good for quick encounters, and several of them are described in the basic game. Detailed NPCs, however, have much more history and personality, and are meant to provide a continuously interesting character over the course of repeated encounters. There is an added depth to them which is a combination of the full use of all character generation rules as well as a little extra care by the referee or author. All of the NPCs (with the single exception of the Hiver tech rep, for reasons mentioned there) are detailed NPCs.

The 32 NPCs are grouped into four chapters of eight NPCs each. These chapters cover Coalition officials (people of power, influence, and authority in the Reformation Coalition), ships and crews representative of those encountered in the Wilds (three merchant Free Traders, as well as a scout, warship, raider, guild ship, and Coalition merchant), Coalition personnel (the rank and file of the Coalition, the people player characters encounter on an everyday basis), and outsiders (people and other sentient beings from outside of Coalition Space, each bringing a unique perspective to the events unfolding in Coalition Space).

We selected the NPCs in the book with referee utility in mind. In a general sense, and taken collectively, they provide a tremendous amount of additional information on what the Coalition "feels like" to player characters. On an individual basis, each of the NPCs is designed to have interesting adventure possibilities or add to the overall background texture of the game. All of them are directly usable by the referee in adventures (although they should be introduced gradually over the course of a campaign).

Each character includes suggestions on refereeing them, including some ideas on how to integrate the character into the campaign. As with all referee advice given by us, however, we strongly encourage referees to use our suggestions as a last resort. Too many referees treat this sort of advice as if they were rules; they aren't. They are only suggestions to help if you get stuck for ideas, but it's far better for you to come up with original ideas of your own.

One real advantage to these NPCs is that they will give a feeling both of reality and intimacy to campaigns set in Coalition Space. If the player characters really know people who live here, and get used to arguing with Drinkwater over appraisal values, or relying on Goodwrench to patch up their ship after tangling with a Guild corsair, it will seem a lot more like home.

Finally, a note of caution. We believe strongly in the story model as a means of constructing adventures (see **Path of Tears** for a complete outline of the story model and the structure of an adventure), and most adventure writers think of their adventure in terms of a story. There is a potential pitfall in this approach, however, and it is the most common mistake made in written adventures submitted to us. That mistake is for the author/referee to try to tell the whole story, and to do so through his nonplayer characters. That is, the adventure requires the team to perform several key tasks, and a capable NPC is provided who will do those things while the player characters look on, or perhaps offer words of encouragement.

Bad. Very bad. The point of an adventure is that the player characters experience it directly, and that they overcome the challenges presented in it. The author/referee has to limit him- or herself to a tight, very detailed presentation of the setup of the adventure, and then leave the player characters to "write" the rest of the story through their decisions and actions.

What that means in terms of the current volume is that these, and in fact all, NPCs are to be used with extreme care. As detailed and interesting as they are, and as occasionally captivating as they can be, they are not the principal characters in your story; the player characters are. Never allow your player characters to be overwhelmed by the supporting cast.

Chapter 1



Coalition Officials





Secretary General
Lon Maggart



Commissioner
Khamyannah
"Yannah" Arsto



Commodore Sean
"Hammer" Lathrop



Ambassador Usamda
Kuvishaam



Sid "Papa"
Papagopolis



Theophus "Thumper"
McKinnon



Lt. Commander Trevor
"Goodwrench" Lurrie



Stepan Feldmunson

CHAPTER 1: COALITION OFFICIALS

This first chapter deals with NPCs from the Reformation Coalition in a clear position of formal authority. They range from the secretary general himself through military, diplomatic, and administrative leaders all the way down to planners and briefers encountered by the player characters in preparation for a mission.

These characters are primarily useful in the "setup" part of an adventure, usually as patrons of one sort or another. They may approach the player characters with an assignment or may be conducting, or present at, the pre-mission briefing that lays out the parameters of the adventure.

Some of these officials travel to other worlds routinely in the course of their jobs, and so they can easily be incorporated as stronger elements in the main part of the adventure. Entire adventures can, in fact, be built directly around them, provided of course that they remain supporting characters and do not dominate the adventure.

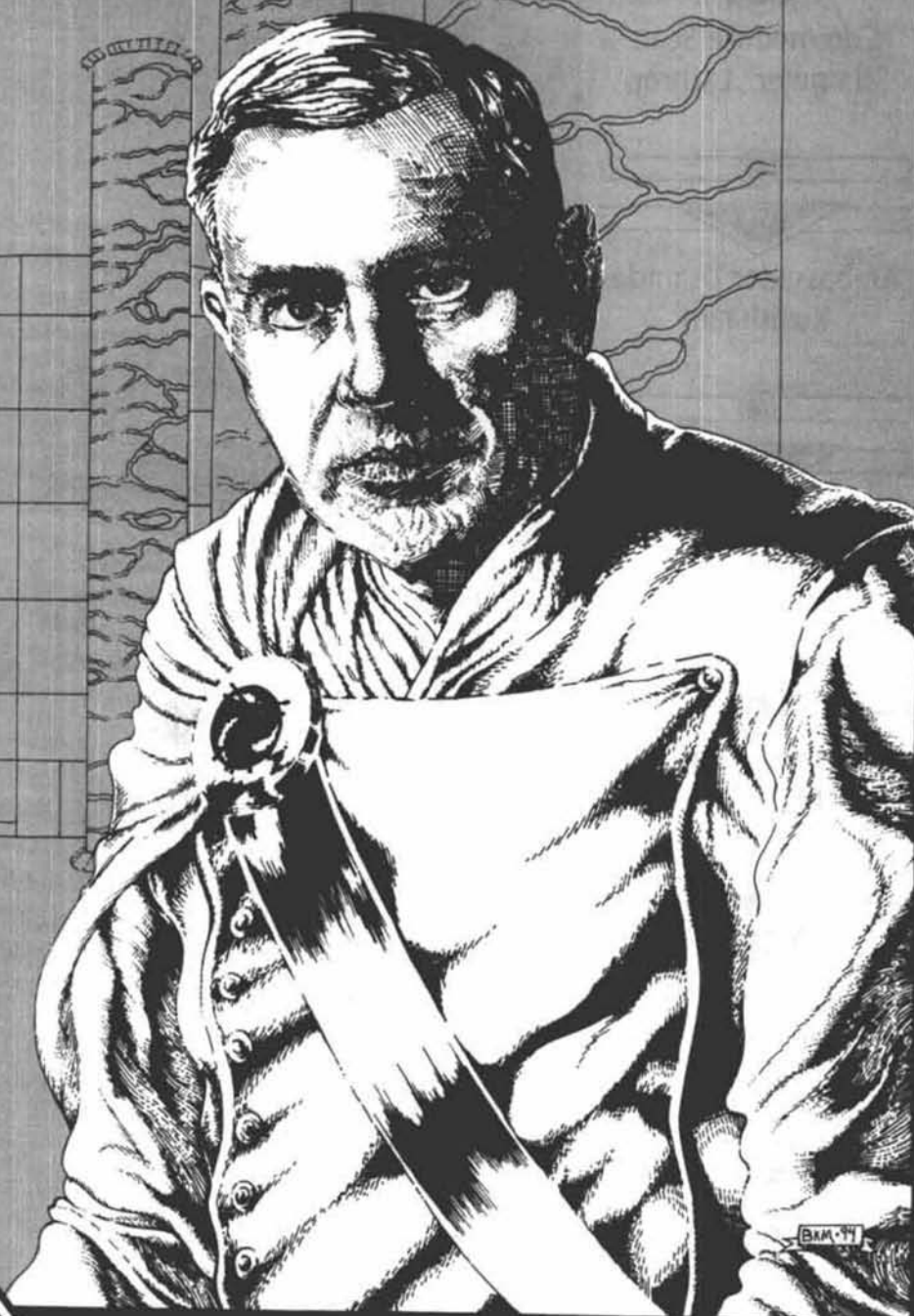
For example, the player characters are sent to a world as part of a diplomatic mission headed by Kuvishaam. Most diplomatic missions consist of formal negotiations and informal information gathering (which can often be very similar to covert intelligence gathering, and just as dangerous). If the adventure revolves around the formal negotiations, Kuvishaam will dominate the action. Instead, those formal negotiations should form the backdrop to the adventure, which concentrates instead on the player characters' efforts to collect information necessary to the successful conclusion of the talks. This keeps the adventure in the hands of the player characters while the NPC Kuvishaam adds detail to the background and the PCs' interactions with her add another layer of complexity to the task at hand.

STAR VIKINGS

Personalities



Lon Maggart



Lon Maggart, Age 46 in 1201

Occupation: Secretary General of the Reformation Coalition

Attributes: STR: 6 INT: 8 SOC: 12

AGL: 5 EDU: 12

CON: 6 CHR: 9

Background: Born 10/IX/1155 on Vras (Aubaine). Lon Maggart is the son of Burton Maggart, a former First Minister of Vras/Aubaine, and Enilli Maggart.

Lon Maggart is a voracious learner, and took full advantage of the educational opportunities on Vras, one of the beacons of recovery in the Old Expanses Sector. Upon graduating with a doctorate in the History of Technology, Maggart turned his talents to furthering the dissemination of knowledge by becoming one of the founding professors at the newly established Vras Technical Academy (which in 1193 would become the foundation of the Hiver Technical Academy), an institution established to train the starship crews, scientists, technicians, and leaders who would lead the recovery of civilization.

The last two decades of the 1100s were a time of increasing growth on Vras/Aubaine, and Maggart moved from the Academy to the rapidly expanding Aubani government. As the Aubani and those on neighboring worlds were rediscovering and reinventing ways to do things that had not been done for two generations, the Aubani government required intellectually agile administrators who could rapidly master these systems, coordinate and implement their growth, and communicate their use to others. Maggart became one of the leading lights in the Aubani civil service in this period, serving as Director of Planetary Defense, Global Power Commissioner, and Resource Officer for the Orbital, Deep Space, and Interstellar Technology Base, among others. As Coordinator for the Undersea Recovery Projects Office, Maggart was instrumental in implementing the full integration of the Schalli into Aubani society.

Upon the death of his father in 1195, Lon continued the elder Maggart's work in forging a permanent interstellar government, which eventually culminated in the Dawn League in 1197 and the Reformation Coalition in 1200. After 1197, Maggart was increasingly involved in political, rather than administrative, roles, and stood for election to the first Reformation Coalition Assembly in 1200. He won a seat, and was elected by the body as its first Secretary General that same year.

Maggart is married. He and his wife, Ann, have two daughters: Susan, in the Aubani Marine Corps, and Kirsten, a xeno-biologist with the the RCSA.

Career Path

1173-1176	Undergraduate University
1177-1184	Graduate School
1185-1188	Professor
1189-1192	Bureaucrat 1st Assistant Commissioner
1193-1196	Bureaucrat Deputy Commissioner
1197-1200	Bureaucrat Commissioner

Initiative: 2

Combat Assets: None

Other Assets: Admin/Legal 4/16, Bargain 1/10, Computer 1/13, Ground Vehicle (Wheeled) 0/5, History 12/24, Instruction 4/13, Language (Schalli 2/11), Leadership 7/16, Liaison 1/10, Observation 3/11, Persuasion 6/15, Physics 1/13, Pilot (Interface/Grav) 2/7, Psychology 3/11, Research 4/12, Sculpture 3/11, Streetwise 1/9, Swimming 2/8, Willpower 2/10, Zero-G Environment 1/7

Appearance: Maggart is a tall, large-framed, handsome man with graying hair, easily spotted from a distance. He has a natural demeanor, appearing almost devoid of physical self-consciousness. The most notable aspect of his appearance is his physical energy and constant high level of activity. Anyone who meets Maggart will go away with the overwhelming impression that this is a man constantly in motion.

Personality: Maggart is a natural and vigorous leader: his most characteristic trait is his tremendous energy, both intellectual and physical. This intellectual energy is typically manifested by his thinking of more than one thing or aspect of a problem at one time. Those who are not used to working with him will be surprised when he blurts out a seemingly unrelated thought or springs to a computer to pull forth a piece of data he just realized is relevant to a different aspect of an issue.

His physical energy is demonstrated in his quickness to jump up to get a document, his fast walking pace, his tendency to fidget when he is sitting still, and is sometimes manifested by impatience. Although the SecGen can be blunt, he does not remain angry; the effect of his sharp words passes almost as quickly as the words are spoken.

Maggart is friendly, highly intelligent, and given to bluntness. Although

he maintains an emotional reserve about himself, he is physically demonstrative with his subordinates, and is given to patting them on the back or placing a hand on their shoulders when speaking to them.

Motivation: Maggart's life is dedicated to the pursuit, dissemination, and harnessing of knowledge, both in himself and in others. He himself is a great source of information, but is constantly seeking more knowledge, and ways to further use the information he already has. As Secretary General, he views himself as a team builder who must synergistically combine the disparate strengths of the Coalition to achieve more and faster growth than they could separately. Maggart believes that time is of the essence in this growth, as the universe is not benignly predisposed to the Coalition's success. Rather, the Coalition must organize and dedicate itself to control its destiny in a hostile universe, a sentiment which endears Maggart to the Balduri and Fijans (although most Fijans find Maggart to be insufficiently methodical).

Spade Ace: Maggart is a charismatic and highly inspirational leader. He leads by the example of his own formidable work ethic, and is a gifted and enthusiastic team builder—his greatest joy is in the development and nurturing of new talent for the service of the RC. Maggart does not demand loyalty; he inspires others to give it to him of their own volition. Although personally somewhat introverted, his boundless intellectual and physical energy draw people to him and inspire them to accomplish more than they would otherwise be capable of.

Heart 8: Maggart is a highly sociable individual, as befits his high Charisma. However, this trait is expressed most strongly in his loyalty to his subordinates, and not in generalized promiscuous banter. Those who have worked for Maggart are constantly impressed by the way the "SG" will spot them at public events and join them for a vigorous conversation and a round of introductions to whatever important personages the SG has in tow.

Refereeing Maggart: The Secretary General is not the sort of person the average PCs should regularly encounter. However, Maggart is very much a leader in the activist style and takes an attentive interest in important RC projects. When Maggart sees talent, he often uses his position to reach down through the layers of bureaucracy to those responsible and present them with an opportunity to prove themselves to him via some sort of assignment. (*Referee's Note:* Maggart does not take talent on faith. He must witness for himself a level of proficiency or have this proficiency reported to him by a trusted associate.) Those who pass this test may find that the SecGen's office will contact them again in the future with other assignments.

As RC Secretary General and leader of the Coalition Assembly, Maggart's time is largely consumed by various procedural, official, and ceremonial functions. As someone who made a career as a take-charge administrator, this is naturally quite frustrating. Over the opposition of the Assembly, which would rather restrict the SecGen's autonomy, Maggart is working to increase his staff to enable him to deal with more issues.

Possessions: As SecGen, Maggart has access to any equipment or facilities that the Coalition has to offer. As an individual, his assets are typical of a successful career civil servant: comfortably well-off, but not wealthy. The few luxuries that he affords himself as Secretary General are in keeping with his modest personal lifestyle. Because of the value of his time, he travels aboard high-speed starships, usually the jump-4 RCS *Fairfax*. He is always accompanied by his staff and the Secretarial Guard, a squad of RC Marines (at Maggart's request, the Guard is drawn exclusively from Oriflammen units).

His most prized possessions are mementos from his career, which sit on his desk or hang from his office walls.

Quotations:

"Excuse me, but I gotta do stuff when it comes into my feeble brain."

"I'm just trying to elicit an intellectual response here. Any kind of intellectual response."

"Hey, how'd you like to be Secretary General?"

"My time is my most precious asset, and you've just wasted five minutes of it."

"You know, it's important for people to hear they're doing a good job, but you don't get people around here very often telling you how you're doing. Well that's what I'm here for: To tell you you did a good job."

Hit Capacity

Head: 12

Chest: 36

Other: 24

Unarmed Combat Damage: 1

Weight: 84 kg

Load: 36 kg

Throw Range: 24 meters

Contacts: Due to his position, Maggart is considered to have unlimited contacts within the Reformation Coalition. His personal contacts are as follows:

3 Academic

8 Government

STAR VIKINGS

Personalities



Kharmyannah Arsto



Khamyannah Arsto, Age 37 in 1201

Occupation: Commissioner for External Development, Reformation Coalition Service Administration

Attributes

STR: 2	INT: 8
AGL: 8	EDU: 12
CON: 2	CHR: 11
SOC: 9	

Background: Born 17/IX/1164 on Fija. Arsto completed her graduate degree in economics in 1188 and almost immediately entered government service. Her rise in the bureaucracy has been very rapid since then, and senior Centrist delegates to the Assembly are secretly eyeing her as a potential Secretary General in a few more years. Her education and career have been dedicated to economic growth and development, and as Commissioner of External Development she controls planning and oversight on all bootstrap operations outside of Coalition Space.

Arsto is the only child of wealthy parents, and her father died of natural causes in 1188. She and her mother are cordial, but not close.

Career Path

1181-1184	Undergraduate University
1185-1188	Graduate School
1189-1192	Joined Fijan Ministry of Development, Promoted 1st Assistant Commissioner
1193-1196	Promoted Deputy Commissioner
1197-1200	Transferred to Dawn League service and then RCSA, promoted Commissioner for External Development

Initiative: 3

Combat Assets: Slug Weapon (Pistol) 1/3

Other Assets: Act/Bluff 2/13, Admin/Legal 7/19, Bargain 2/13, Bribery 2/13, Computer 0/12, Disguise 2/13, Environment Suit 3/5, Ground Vehicle (Wheeled) 2/10, Instruction 2/13, Interview 1/9, Investigation 2/10, Leadership 3/14, Language (Schall) 2/13, Marketing 3/15, Observation 2/10, Persuasion 2/13, Pilot (Interface/Grav) 4/12, Psychology 1/9, Streetwise 2/10, Willpower 0/8, Song 5/16.

Appearance: Arsto is petite (massing only 41 kg) and strikingly attractive, partially because of her natural good looks, but also because her face is very animated, expressive, and interested at all times. Most people in her presence feel that they have her undivided attention.

While on Aubaine in her offices she dresses conservatively, usually wearing a tailored suit and her hair pinned back. On a trip to the field, however, she indulges the more adventurous side of her personality, her long hair free and wearing a large floppy bush hat and a large and bulky military fatigue jacket (decorated with over a dozen unit crests and patches) over an RCES body sleeve. (The unit patches are honestly acquired; she has been made an honorary member of each of the units in question.)

Personality: Khamyannah ("Yannah" to her friends) Arsto has a personality best described as dazzling, and she has a tendency to overwhelm people with her charm and powerful personal presence. This is all the more unusual in that it is combined with all of the seriousness of purpose and focused intellect you would expect from a Fijan, and then some. Nevertheless, there is a deeper side to her personality, a side which is decidedly *not* Fijan, which shows itself in several ways.

The most common manifestation is her penchant for frequent trips to the field and flamboyant attire while there. She justifies this by drawing parallels to historical military leaders, citing the well-known morale benefits derived from a highly visible leader touring the front. While all of that is true, it is equally true that this serves as an outlet for the wilder side of her personality, and she views trips to the field more as a welcome break from the frustrations of bureaucratic wheeling and dealing than as a necessary and burdensome duty to be performed.

Another interesting side to Arsto is her hobby, vocal music. She has a powerful and beautiful singing voice, and could easily have had a successful career in the performing arts if she had not entered government service.

Motivation

Spade Ace: If the term *charisma* did not exist, it would have to be invented to describe Khamyannah Arsto. She is more than merely charming; she is articulate, dynamic, forceful, and persuasive—a born leader.

Club 4: Arsto was very close to her father, and always suspected that he would have preferred a son. She was never physically strong enough to be a tomboy when young, but a part of her personality is secretly drawn to danger and the threat of violence. As a result, she takes far more trips into the field than are really necessary and is very impatient with security procedures. This reckless attitude toward danger has occasionally brought her close to some very ugly situations, but so far she has been lucky.

Refereeing Arsto: Arsto is a great example of just how capable a character can be without any significant combat skills. Although she isn't good at killing things and she has no real space-faring skills, when it comes to interacting with people she is a powerhouse character.

Politically, Arsto is a Centrist, but more from habit than deep conviction. Her personality naturally leads her to rely on persuasion and compromise rather than coercion, and her leadership style tends more toward consensus-building than autocratic commanding. These characteristics make her very much at home with the Federalist structure of the Coalition as it is currently embodied, with no real desire to see it changed. Her Centrist credentials, on the other hand, make her acceptable to all but the most radical members of that movement, and so she is positioned to be a natural compromise candidate for the Secretary General's office when the time comes, in perhaps another five or 10 years. (She will first have to stand for election to the Assembly, but her growing popularity as a colorful and competent administrator makes her election probable.) There is also every likelihood that she will make a real contribution to the Coalition in that position, possibly healing many of the old political wounds that currently cause so much friction and anger. Certainly a number of her closest aides and supporters believe that she will.

None of this can happen, however, if she doesn't survive, and there is at least some danger that she will not. Arsto cannot stay away from the field, particularly if there is trouble. She is almost compulsively drawn to danger and is likely to show up on a fact-finding tour at the most inconvenient and hazardous of times. Keeping her alive can be a major undertaking, and one which her own attitude will do little to help.

Possessions: Arsto is wealthy, but not ostentatiously so. Housing is limited on Aubaine in any case, and so Arsto lives simply there, and spends very little time back home on Fija. Nevertheless, she has access to a considerable personal fortune if necessary.

Quotations:

"What a *terrific* idea! Really, I'm very impressed. But have you thought about *this* possibility?"

"Believe me, Assemblyman, I understand your position completely. I'm only concerned about how it will look if this bootstrap operation fails because the supplemental appropriation bill was stalled in your committee."

"God, it's GREAT to be back out in the field!"

Hit Capacity

Head: 4
Chest: 12
Other: 8

Wt: 41 kg

Load: 12 kg

Throw Range: 8 meters

Unarmed Combat Damage: 1

Contacts:	6 Government
	1 Academic
	1 Journalist

STAR VIKINGS

Personalities



Sean "Hammer"
Lathrop

SECTION 8



Sean "Hammer" Lathrop, Age 41 in 1201

Occupation: RCES Chief of Operations (rank of Commodore)

Attributes

STR: 6	INT: 9
AGL: 3	EDU: 7
CON: 4	CHR: 8
SOC: 7	

Background: Born 7/1/1160 on Hite (later renamed Nike Nimbus). Lathrop finished secondary school but then went to sea as a merchant seaman. He showed a natural affinity for the sea, earning his papers as a mate almost immediately. When Hite began forming his navy in 1181, Lathrop joined and was commissioned based on his previous experience, rising rapidly to the rank of Lieutenant Commander in 12 years. Following establishment of the Hiver Technical Academy on Aubaine, he was selected for advanced training and then joined the Dawn League's fledgling navy (with the rank of Commander) upon graduation. Promoted to Captain in 1199 and commanded DLS (later RCS) *Ashtabula* on eight raids (including the rescue raids against Montezuma and Nicosia). In 1200, named Chief of Covert Operations and organized the RCMC. In 1201, named first commander of the RCES with the rank of Commodore.

Lathrop is married and has three children. His oldest daughter is the first officer of a Coalition merchant starship, while his younger son and daughter are still in school. His permanent residence is on Nike Nimbus, but his family has recently relocated to Aubaine.

Career Path

1177-1180	Merchant Marine
1181-1184	Joined Hitean Navy, Commissioned Ensign and soon Promoted Lieutenant Junior Grade
1185-1188	Promoted Lieutenant
1189-1192	Promoted Lieutenant Commander
1193-1196	Attended Hiver Technical Academy
1197-1200	Transferred to Dawn League Navy with rank of Commander, soon Promoted Captain
1201	Named head of the Reformation Coalition Exploration Service with rank of Commodore

Initiative: 6

Combat Assets: Energy Weapon (Pistol) 1/7, Forward Observer 1/7, Heavy Guns 1/7, Slug Weapon (Pistol) 3/10, Unarmed Martial Arts 1/7

Other Assets: Admin/Legal 1/8, Astrogation 2/9, Communication 2/9, Computer 1/8, Environment Suit 1/5, Fleet Tactics 3/12, Gravitics 1/8, Ground Tactics 1/11, Ground Vehicle (Wheeled) 1/4, History 2/9, Instruction 2/10, Pilot (Interface/Grav) 4/7, Large Watercraft 4/8, Leadership 5/13, Navigation 2/11, Observation 2/11, Physics 1/8, Persuasion 2/10, Psychology 2/11, Recruiting 3/11, Sensors 3/12, Ship's Engineering 1/8, Ship's Tactics 4/13, Small Watercraft 2/6, Starship Architecture 1/8, Survey 1/10, Survival 2/11, Swimming 2/6, Willpower 5/14

Appearance: Whether because of his years at sea or the responsibilities of the last several years, Lathrop looks as much as a decade older than his actual age (41 in 1201). He is balding and his face is lined, his skin tough from years of sun, wind, and salt spray. He has large hands and they are tough, scarred, and calloused from hard physical work. Not particularly tall and slightly on the stocky side, Lathrop gives the impression of being much larger than his actual physical size.

Hammer usually wears a simple uniform with little more than his rank and service branch insignia. In the field he wears a standard RCES body sleeve without any insignia at all.

Personality: Hammer is best described as a "cool customer." He seldom becomes angry or agitated and has never been known to completely lose his temper. In combat he becomes, if anything, calmer than normal, displaying an icy control. This does not mean that he is unfeeling—he is usually very close to the people he works with, and is one of the more thoughtful of the strategic planners of the Coalition. He is particularly sensitive to personnel losses—some would say overly sensitive.

When met, Lathrop will at first seem reserved, but this is due to the naturally quiet nature of his personality. Characters will find him very open and approachable, not inclined at all to stand on ceremony, and seemingly oblivious to rank except when dealing with a situation where chain of command is important.

Motivation

Spade Ace: Hammer has a natural talent for tactics and a natural coolness under fire that have combined to make him the most successful military commander in the Coalition.

Heart Ace: Lathrop's commitment to fairness and justice strongly influence his style of command. He is as responsible as any single person for the high degree of informality in the Coalition, as that is his own style of leadership, based on very deep-rooted egalitarian values.

Refereeing Hammer: Coalition player characters who had Marine or Navy as their last career before mustering out, and who had a special duty assignment during that career, have a chance of having served with Lathrop on the old *Ashtabula*. (Whether this was the case is up to the referee, subject to discussion with the players concerning their background.) If so, Hammer will be the Military contact from that term of service.

There are several other ways of introducing Hammer to an adventure. A particularly important mission, especially if it involves more than one ship, might be commanded by Lathrop. Since his job is not to command raids anymore, this should be reserved for a really extraordinary mission, either one of vital importance to the Coalition's future or one which is particularly important to Hammer personally.

A second possibility is the need to transport Hammer outside the Coalition for sensitive secret negotiations with a resistance group, one of the governments of a balkanized world, a breakaway faction of the Guild, or some similar group.

Possessions: Lathrop lives in a simple, austere manner, like most Nimban and Aubani senior officials. One trademark possession is a black-billed fatigue cap with the insignia of DLS *Ashtabula* and above it the block letters "CAPTAIN." This has become a particularly prized possession of Hammer's since the loss of the *Ashtabula* this year.

Quotations:

"Know the price before you pay it."

"Show your people what to do—don't just lecture them. Get out there and walk the talk."

"Commander, you bring these kids back in one piece, or by God I'll have your hide."

Hit Capacity

Head: 8

Chest: 30

Other: 20

Wt: 92 kg

Load: 30 kg

Throw Range: 24 meters

Unarmed Combat Damage: 1

Contacts:

4 Military

1 Hiver

1 Special (Nimban Merchant Marine)

STAR VIKINGS

Personalities



Usamda Kuvishaam



Usamda Kuvishaam, Age 37 in 1201

Occupation: Reformation Coalition roving envoy

Attributes

STR: 4	INT: 8
AGL: 6	EDU: 7
CON: 8	CHR: 6
SOC: 9	

Background: Born 20/IV/1164 on Vras (Aubaine), third child (and only daughter) of Ferris and Uvinii Kuvishaam, majority owners of the Kuvisham (maritime) shipping empire. As her older siblings had been raised to manage the family business, Usamda was expected to enter government service, and to that end studied international affairs and law at the University of Vras. Upon graduation, she entered the Vras Foreign Service and began a steady rise. She was a junior member of the team that forged the Vras/Hiver agreement that located the Hiver Technical Academy on her world and was later a central player in the shuttle diplomacy that led up to the formation of the Dawn League.

Kuvishaam married a long-time family friend shortly after graduating from the University of Vras, but divorced in 1197 and remains unmarried. There were no children from her marriage, but she is very close to her nieces and nephews, the children of her older brothers. Her father died in 1195, but her mother is still alive, as are both of her brothers, who now manage Kuvishaam shipping.

Career Path

1181-1184	Undergraduate University
1185-1188	Diplomat (Attaché/Deputy Consul)
1189-1192	Diplomat (Consul)
1193-1196	Diplomat (Consul General)
1197-1200	Diplomat (Envoy)

Initiative: 2

Combat Assets: Slug Weapon (Pistol) 2/6

Other Assets: Act/Bluff 4/10, Admin/Legal 2/9, Bargain 3/9, Bribery 2/8, Carousing 1/7, Computer 0/7, Environment Suit 1/9, Farming 2/10, Forgery 1/7, Ground Vehicle (Wheeled) 0/6, Intrusion 1/7, Interrogation 1/7, Investigation 1/9, Leadership 2/8, Liaison 2/8, Language (Schall 1/7, Droyne 1/7, Vilani 1/7), Observation 1/9, Persuasion 4/10, Psychology 2/10, Recruiting 1/7, Stealth 2/8, Swimming 2/10, Streetwise 1/9, Willpower 1/9, Zero-G Environment 1/9

Appearance: Kuvishaam's family has money, *old* money, and it shows. Her clothes are conservative and well-tailored to her trim frame, expensive, but never flashy or showy. At formal receptions, for example, she wears a minimum of jewelry, all of it small, tasteful, and, to the experienced eye, fabulously valuable. She is attractive in a refined, elegant sense.

Personality: Kuvishaam's demeanor is always controlled and measured, and she always maintains a sense of distance. She is usually cordial to those she meets officially, but even people who have known her for years do not feel close to her.

The combination of aloofness with impeccable manners leads some to assume that she is shy by nature and has learned to partially compensate for it. In fact, she cares very little for the feelings or welfare of those around her, and in private she is a petty tyrant to her immediate subordinates, who are regularly subjected to verbal abuse and even long outraged rantings.

Kuvishaam's one weak spot (or strength, depending on point of view) is children. She cares deeply for her nieces and nephews and can become genuinely concerned for and involved with issues of child welfare, when and if she allows herself to be.

Motivation

Diamond King: Kuvishaam is extremely self-centered (self-absorbed might be a better description) and has little or no sense of perspective concerning how her actions will affect others. This has not been a major hindrance to her success as a diplomat, interestingly enough, since her ambition pushes her to succeed and she is bright enough to realize that the actions necessary for success are usually in the public interest. Privately, though, she delights only in her own triumphs.

Spade 9: Kuvishaam has an acquisitive nature and, since she was born quite wealthy, her basic greed has changed into a driving ambition to excel in public life.

Refereeing Kuvishaam: Although player characters may meet Kuvishaam at formal receptions or meetings in Coalition Space, a far more likely encounter would be as escorts and/or assistants for her on a mission to the Wilds. (Path of Tears includes a number of diplomatic missions on which Kuvishaam could be used.) If so, Kuvishaam will appreciate any assistance the players give her, but will be unlikely to share the credit with them, and will certainly attempt to shift the blame for any failures to them.

Possessions: Kuvishaam is fabulously wealthy, and although she has been brought up to avoid ostentatious public displays of wealth, privately she lives very well, and insists on maintaining that lifestyle even in the field. This can often complicate travel arrangements, and may provide player characters with an early insight into the uglier side of her personality.

Quotations:

"As special envoy for the Reformation Coalition, it's important for me to maintain a style that these people will respect. Believe me, all of this baggage is very important to the success of the mission."

"I don't expect you to understand the subtleties of the situation."

"I simply can't believe you managed to screw this up! Do I have to write out detailed instructions for you for *everything*? Is that what it will take?"

Hit Capacity

Head: 16

Chest: 36

Other: 24

Wt: 57 kg

Load: 36 kg

Throw Range: 16 meters

Unarmed Combat Damage: 1

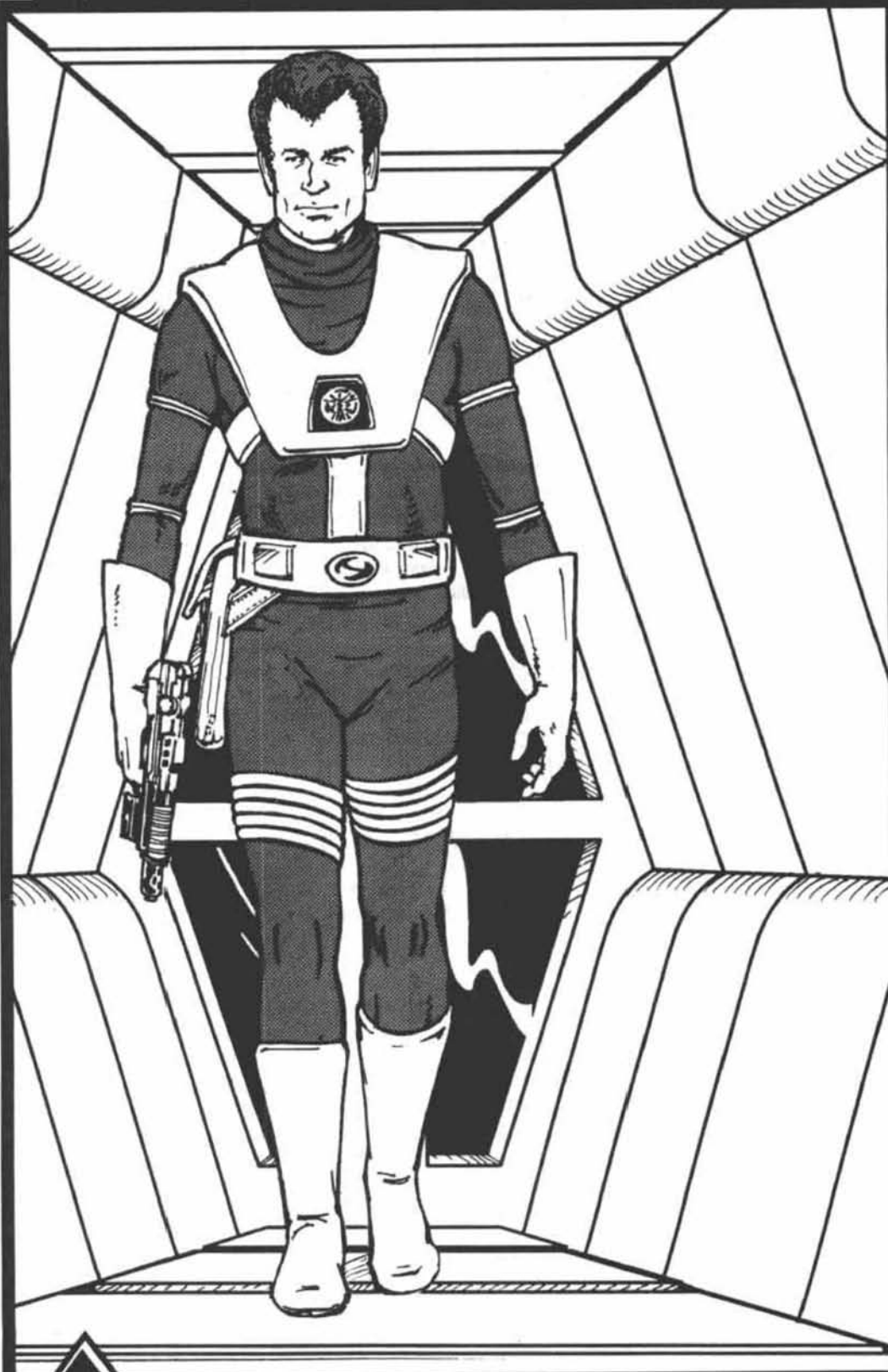
Contacts: 1 Journalist
8 Government

STAR VIKINGS

Personalities



Sid "Pappa"
Papaagopolis



Sid "Papa" Papagopolis, Age 37 in 1201

Occupation: Reformation Coalition strategic planner

Attributes

STR: 5	INT: 7
AGL: 3	EDU: 7
CON: 3	CHR: 4
SOC: 7	

Background: Born 13/V/1164 on Baldur. Papa completed graduate education in engineering in 1188 and worked for a time as a civil engineer. He enlisted in the Balduri Marines in 1193 and volunteered for Dawn League service in 1197, was seriously injured in an early raid in 1199 and rotated to the reserve force due to physical disability. In early 1200, he became one of the first members of the Long Range Planning Group, a position he continues to hold.

His parents are both still alive, and he has one brother and one sister, which makes his family small by Balduri standards. His brother is a technician on Baldur while his sister is involved in joint Oriflammen/Balduri colony efforts to trailing of Coalition Space. His sister is an extremely dedicated Centrist and is estranged from Papa, whom she sees as having betrayed Baldur by supporting the Aubani drive for rapid and deep penetration into Diaspora Sector.

Career Path

1181-1184	Undergraduate University
1185-1188	Graduate Degree Engineering
1189-1192	Civil Engineer
1193-1196	Balduri Marine
1197-1200	Dawn League/Coalition Marine, Commissioned Lieutenant

Initiative: 3 (would have been 4 before his injury)

Combat Assets: Armed Martial Arts 1/6, Slug Weapon (Rifle) 3/8, Tac Missile 1/4, Unarmed Martial Arts 3/8

Other Assets: Construction 9/16, Environment Suit 2/5, Grav Belt 1/4, Ground Tactics 2/9, Ground Vehicle (Wheeled) 2/5, High-G Environment 1/4, Instruction 2/6, Leadership 2/6, Liaison 3/7, Mechanic 2/7, Meteorology 1/8, Pilot (Interface/Grav) 1/4, Recruiting 1/5, Sculpting 4/11, Stealth 1/4, Swimming 3/6, Willpower 1/8

Appearance: Papa is slender for a Balduri, but that makes him of about average build by other human standards. He has dark, short curly hair and dark, deep-set eyes. His nose is crooked, having been broken when he was younger, and the overall impression is a tough, no-nonsense sort of person.

Personality: Papa suffered severe damage to his spinal column on the smash-and-grab raid that finished his marine career and left him paralyzed. Although extensive surgery (and months of grueling physical therapy) have restored most of his mobility, he is considerably less agile than before and is in frequent pain. This tends to put an edge to his temper that wasn't there before; although he is fair-minded, he can be irritable and impatient, especially when his back is bothering him. Aside from occasional temper flares, however, it is impossible to tell when Papa is in pain, as he bears his discomfort with characteristic Balduri stoicism.

Motivation

Heart 6: Papa is friendly and out-going. He's happy to to spend time with old friends and loves to hear what they've been up to.

Club 7: Papa was a Marine, and was no stranger to violence. He has never been intimidated by it, and his disability has, if anything, made him slightly more prone to violence, as he experiences some pain and a good deal of frustration being unable to do many of the things he used to enjoy.

Refereeing Papa: Papa is responsible for planning deep operations well beyond the normal area of operations (AO) of the Coalition, and so is most likely to be encountered briefing or debriefing after a mission such as that. Papa's planning group often gets unusual and/or unconventional situations dumped in its lap as well, and so missions out of the ordinary may involve him as well. He and his group are seldom involved in routine smash-and-grab raids, particularly inside the primary AO. Finally, Papa can often be encountered by chance at Auction on Aubaine, as he spends much of his free time prowling the auction yards, swapping stories with old acquaintances.

Papa will never be assigned to the field again, but on rare occasions may decide to accompany a mission. Since he is supposed to be disabled, he will not be able to get permission to do so, and so will have to smuggle himself along. He is too serious-minded to do anything like this on a lark, but might do it if the life of an old friend were at stake or the mission was, in his mind, vital to the future of the Coalition.

Possessions: Papa leads an austere life, and so has no noteworthy private possessions. As a senior Coalition official, however, he has the ability to draw on a wide variety of assets to accomplish a mission.

Quotations:

"Nice job. Next time, though, let's try more brains and less boom-boom."

"I have an idea, which you never heard from me, and an intelligence folder, which no one ever showed you."

"Since the sun's over the yardarm, let's finish this up over a couple cold ones. My back's killing me."

Hit Capacity

Head: 6

Chest: 24

Other: 16

Wt: 88 kg

Load: 24 kg

Throw Range: 20 meters

Unarmed Combat Damage: 1

Contacts:

1 Journalism

2 Government

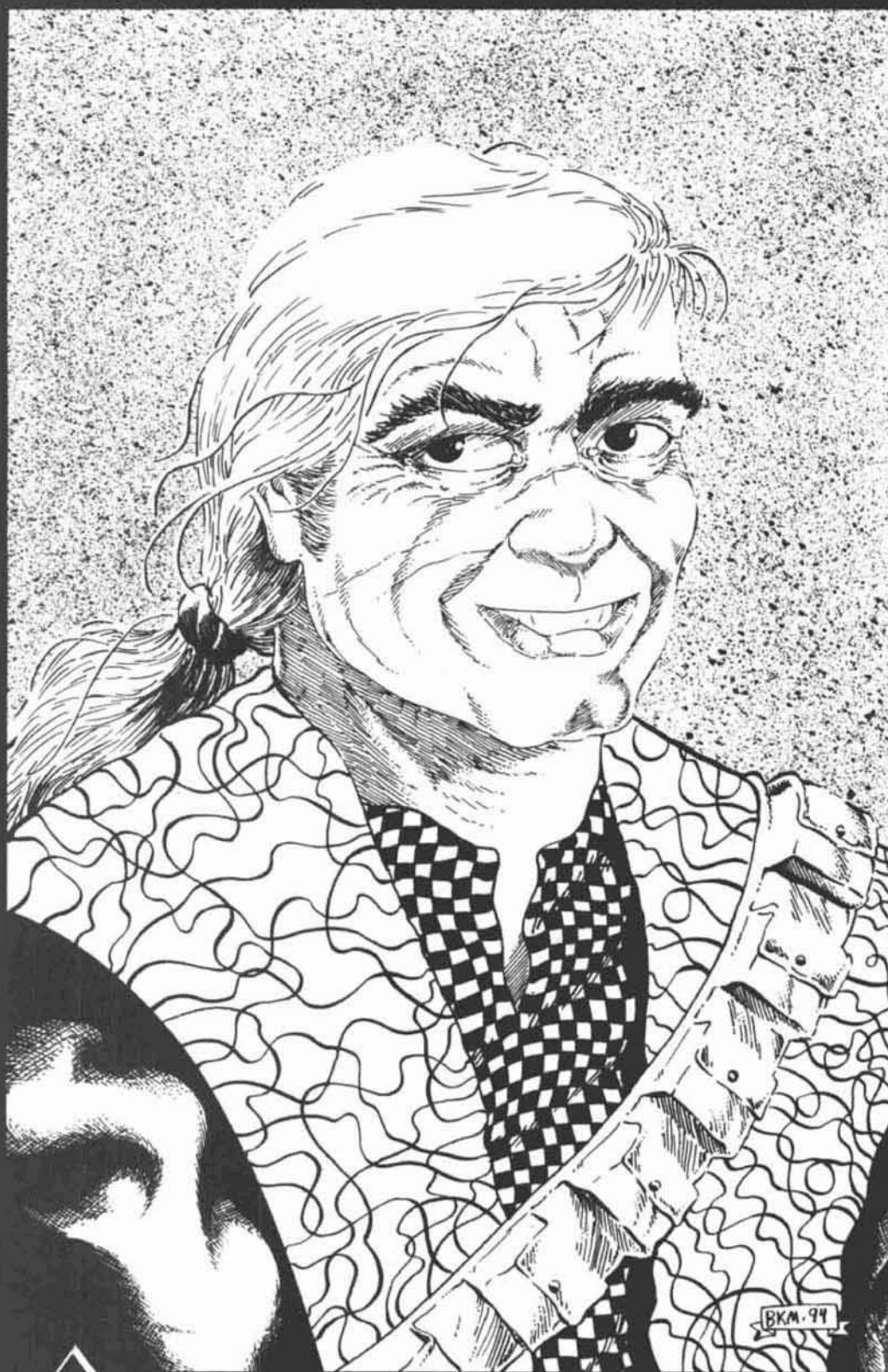
2 Military

STAR VIKINGS

Personalities



Theophus "Thumper"
McKinnon



Theophus "Thumper" McKinnon, Age 29 in 1201

Occupation: RCES strategic planner/briefer

Attributes

STR: 9	INT: 7
AGL: 11	EDU: 7
CON: 5	CHR: 5
SOC: 4	

Background: Born 11/X/1172 on Oriflamme to subsistence-level farmers, one of seven children. McKinnon completed secondary school, but then began playing boloball professionally, first in local leagues and eventually in the Western Continental League. When the first interstellar expeditions were still in the planning stages, McKinnon left professional athletics while at the height of his career and volunteered for the Oriflamme Marines (and became the centerpiece of a well-publicized recruiting drive). McKinnon served on the old *Ashtabula* as an enlisted Marine, but has recently been transferred to the RCES Long Range Planning Group as a briefer and liaison officer.

McKinnon's parents are both still alive and farming, with the help of three of their children. (Their land holdings are more extensive now, thanks to financial help from McKinnon.) His other four siblings work in other fields. One is a starship merchant crewman, one an accountant (educated at McKinnon's expense) in the employ of one of the more powerful Oriflammen technarchs, one a factory worker and one a senior sergeant in the Oriflammen Army, currently on occupation duty on Spencer.

Career Path

1189-1192	Professional Athlete
1193-1196	Professional Athlete
1197-1200	Oriflamme Marine

Initiative: 3

Combat Assets: Armed Martial Arts (large blade) 1/10, Grenade Launcher 1/10, Slug Weapon (Rifle) 2/11, Unarmed Martial Arts 5/14

Other Assets: Acrobatics 6/17, Climb 2/7, Communications 1/8, Computer 0/7, Environment Suit 1/6, Farming 2/9, Leadership 1/6, Liaison 2/7, Observation 2/9, Parachute 1/6, Stealth 2/13, Streetwise 4/11, Trauma Aid 1/8, Ground Vehicle (Wheeled) 0/11, Willpower 1/8

Appearance: Beefy and red-faced, Thumper McKinnon looks the part of a boisterous and exuberant "jock." He is round-faced and broad-shouldered, and unusually short, hardly more than one and a half meters tall, which gives him the appearance of being heavier than his 72 kilos. He has several minor facial scars, and his hands are heavily scarred and calloused from his years as a boloball player. His speech is usually slightly slurred by having to talk around an omnipresent wad of faisal root, a popular Oriflammen stimulant, in his cheek.

Personality: Despite his battered appearance and rough manners, McKinnon is intelligent and perceptive, capable both of sizing up a situation and communicating its essential points to a mission team. His move from professional athletics to the military was deliberately timed, motivated both by a recognition of his own declining physical endurance and by a genuine patriotism and desire for adventure. Although slightly out of shape (and easily winded), McKinnon remains a remarkably accomplished gymnast, and is amazingly light on his feet for a man of his bulk.

Motivation

Club 4: Thumper gained his nickname as a professional athlete and it stuck throughout his time as a Marine. As a ballplayer, he loved to mix it up with the opposition, and he showed similar tendencies in combat.

Heart 8: Despite a boisterous approach to life, Thumper is cheerful and friendly, a natural optimist, very much unlike most Oriflamme natives.

Refereeing Thumper: Thumper is usually encountered as a briefer, particularly for missions authorized by Papa's strategic planning group. (See Papa's character description for more details.)

Possessions: Thumper is moderately well off, but not nearly as wealthy as many people believe. Most of his salary as an athlete was spent putting relatives through school and acquiring more farm land for his parents.

Quotations: Rather than presenting specific quotations, in Thumper's case it's easier to talk about his distinctive style of speech. To begin with, it is usually slightly slurred, as mentioned above, due to the ever-present wad of faisal root in his cheek. When engaged in conversation, he will often pause for a second before replying while he shifts the wad from one cheek to another, but then speaks rapidly, even abruptly. He always seems slightly impatient, as if ready to move onto the next subject, and so does not willingly engage in long, aimless conversations. His choice of words is always precise and economical, avoiding unnecessary verbiage. He has the habit of beginning a sentence or a thought with the word "Right," almost as if he has thought through the concept, agreed with it, and is now announcing the conclusion he's come to.

Hit Capacity

Head: 10

Chest: 42

Other: 28

Wt: 72 kg

Load: 42 kg

Throw Range: 36 meters

Unarmed Combat Damage: 4

Contacts:	1 Entertainment
	1 Journalist
	1 Business
	1 Government
	1 Military

STAR VIKINGS

Personalities



Lieutenant Commander
Trevor "Goodwrench" Lurrie

Lieutenant Commander Trevor "Goodwrench" Lurrie, Age 37 in 1201

Occupation: Chief of Maintenance Bay 2, RCES Orbital Base, Aubaine
Attributes

STR: 10	INT: 7
AGL: 7	EDU: 10
CON: 8	CHR: 5
SOC: 6	

Background: Born 26/XII/1164, Vras (Aubaine). Lurrie served as a trader in the fledgling Aubani merchant marine for 12 years, learning starship maintenance the hard way: rediscovering old techniques and making things up as he went along. By the time the Hivers took over the Vras Technical Academy in 1193, Lurrie was one of the most experienced starship engineers around, and was selected for the first class. Upon graduating, Lurrie was recruited by the newly formed Dawn League, and when the Dawn League reformed as the Reformation Coalition, Lurrie's commission was transferred to the new RC Navy. Although the RCN's headquarters are on Aurora, the Navy maintains a large presence in the RCES base at higher-tech Aubaine where it maintains the many RCN ships that are being used for RCES missions.

Career Path

1181-1184	Trader
1185-1188	Trader
1189-1192	Trader
1193-1196	Hiver Technical Academy
1197-1200	Dawn League/RC Navy

Initiative: 2

Combat Assets: Slug Weapon (Pistol) 2/12

Other Assets: Astrogation 1/11, Bargain 3/8, Climbing 1/9, Communications 1/11, Computer 2/12, Electronics 2/12, Environment Suit 3/11, Gravitics 2/12, Ground Vehicle (Hovercraft) 1/8, Ground Vehicle (Tracked) 3/10, Ground Vehicle (Wheeled) 2/9, Gunnery (Missile) 2/12, Instruction 1/6, Leadership 2/7, Machinist 1/8, Marketing 2/12, Mechanic 1/11, Physics 1/11, Pilot (Interface/Grav) 3/10, Screens (Meson) 2/12, Sensors 2/9, Ship Tactics 1/8, Ship's Engineering 5/15, Small Watercraft 2/10, Starship Architecture 5/15, Swimming 2/10, Will-power 1/8

Appearance: Lurrie is slight, of medium build, and has sandy-blond hair. He will almost never be seen wearing anything other than maintenance coveralls, spotted with old fluid stains.

Personality: Lurrie is cheerful, cooperative, and long-suffering. For crews which respect him and work with him, Lurrie is a godsend, willing to put in long hours, fine-tuning a ship's systems and making improvements on his own initiative. For crews which do not appreciate him, he will merely do what is required of him, and not put in the extra attention. Nonetheless, his work will remain above reproach.

Lurrie loves technology of all kinds, especially spacecraft. He is not particularly concerned about personal possessions *per se*, and views himself as a steward of items entrusted to his care rather than their owner. As a starship engineer, he is vividly aware that most ships and interstellar equipment have been lovingly passed down from one caretaker to another for over 70 years, and that he is another link in that honorable chain that has kept civilization alive. He is very serious about being a responsible steward of "his" starships, because he believes that they do not belong to individuals, but instead belong to civilization as a whole.

Lurrie detests his taccode, "Goodwrench," preferring in his non-tactical job to not use one at all, but people keep imposing it on him, believing that they are clever.

Motivation

Heart King: Lurrie is not only entirely honest in his dealings with people, but is utterly honest in the work that he does. Once a ship is entrusted to his care, he will not allow it out of his bay until he can personally attest to the fact that all work has been done to proper standards. This is true regardless of how he might be treated by the ship's commander or crew; Lurrie knows by personal experience that lives and

irreplaceable technology depend upon the quality of his work, and he does not allow his personal feelings to obscure that fact.

Spade 2: Lurrie is not vain or boastful, but is driven to ensure that Maintenance Bay 2 is the best maintenance facility in Charted Space. This is reflected not only by his uncompromising work ethic, but also by the way he expects others to respect his tools and equipment. Maintenance Bay 2 is always clean and orderly, and Lurrie will not hesitate to correct anyone who drops trash on his deck.

Refereeing Lurrie: The referee should miss no opportunity to use Lurrie to make the players feel guilty for abusing their equipment. Lurrie will not berate the players or get into shouting matches with them, but his deep sadness at the way people take for granted their priceless equipment and the hard work that people like Lurrie put into it will be readily apparent as Lurrie groans almost imperceptibly as he looks over the huge gash from when the players brought the ship a little too close to the canyon walls.

Lurrie is also an excellent way for the referee to mediate the starship design rules to the players. Players being what they are, they will always be full of schemes on how to modify their ship to make it hotter, and will usually be asking the referee about the details. This is an excellent opportunity to roleplay these interactions by having the players present a proposal to Lurrie on work they would like to see done on the ship.

The referee can then work out the answer using the **Fire, Fusion, & Steel** or **Brilliant Lances** rules, and have Lurrie explain the details/ramifications of their proposal to them, allowing them to further refine their ideas. Once the proposed work is finalized, Lurrie can submit the work order to his superiors, or the players submit it to theirs, to see if the work can be approved. Whether it is approved or not is up to the referee, but should be based on the expense of the work compared to its objective usefulness, the value of this modification to the upcoming mission, and roleplayed attempts to use **Persuasion** and **Bargain** skills.

Possessions: Lurrie has at his disposal any TL-12 tools or equipment necessary to maintain or repair a ship. He is not particularly concerned about personal possessions, but treats all items entrusted to his care as if they were his own.

He owns shares in several RC-registered merchant ships, and lives in a small apartment overlooking the Maintenance Bay 2 work area.

Quotations:

Referee: When speaking for Lurrie, note the following details of his speech. He always refers to ships as "she," and never uses "the" with the name of a ship. Instead, he uses ship names the same way as people's names, e.g., "I hear you guys are from *Helios*. She's a good ship," and never, "I hear you guys are from the *Helios*. It's a good ship." Lurrie also casually refers to socket turrets or barbets as "cans," because of their shape.

"(The sound of a long drawn-out sigh as Lurrie surveys a seriously damaged vessel just brought in by the player characters)"

"If I put this antenna back on, you people aren't just going to get it blown off again, are you?"

(While wiping off his hands) "I noticed your laser can was due for an overhaul, so I pulled it out. I replaced it with a relic tech-15 can we had in the parts bay. I hope you don't mind."

"Look, once you ease her out the bay doors she may belong to you, but as long as she's in here, *she's mine*."

Hit Capacity

Head: 16

Chest: 54

Other: 36

Weight: 92 kg

Load: 54 kg

Throw Range: 40 meters

Unarmed Combat Damage: 1

Contacts:

2 Government

1 Hiver Engineering Specialist (Westinghouse)

1 Military

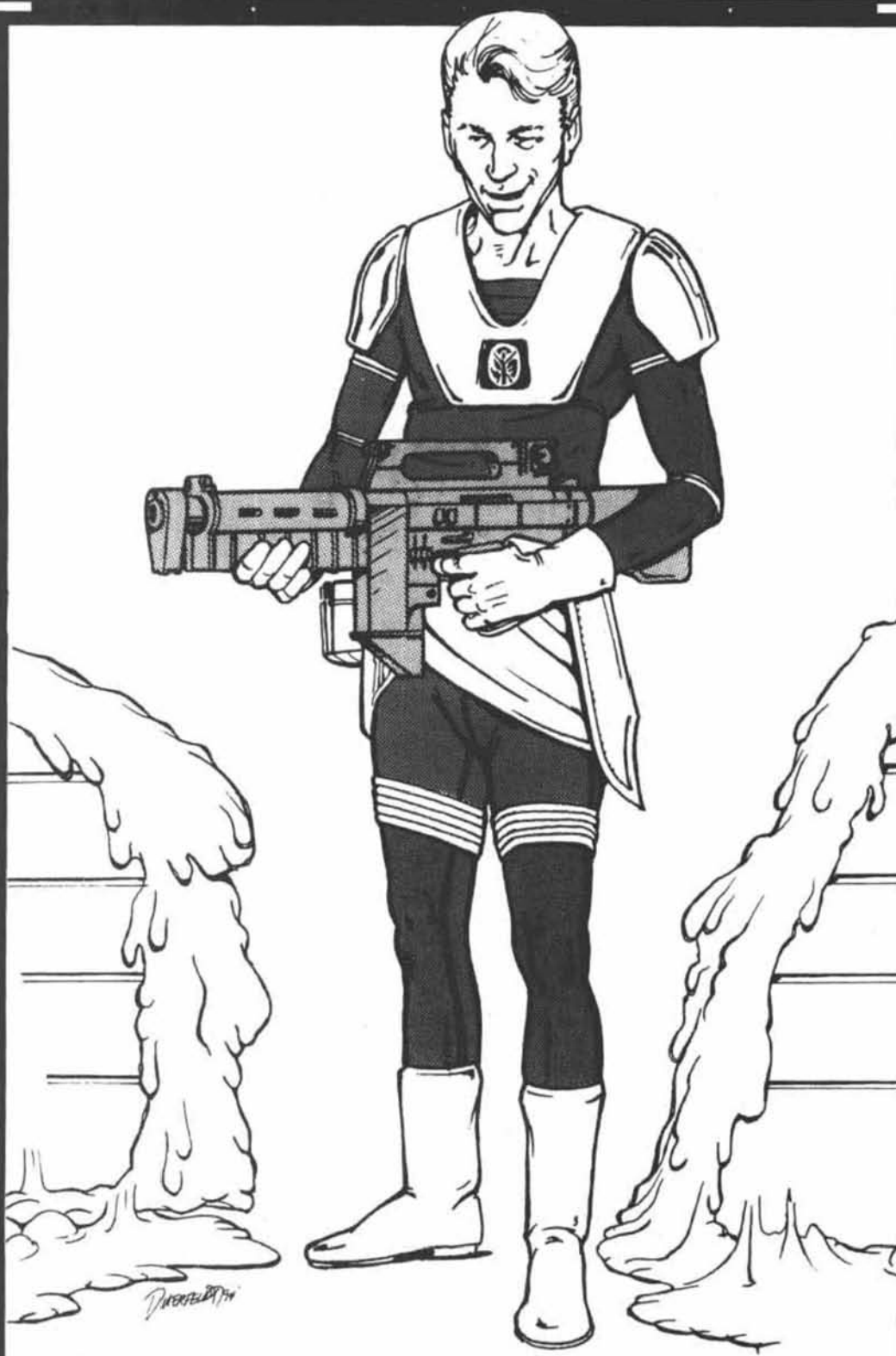
1 Trader

STAR VIKINGS

Personalities



Stepan Feldmunson



Stepan Feldmunson, Age 29 in 1201

Occupation: CSAARC Technical Field Representative

Attributes

STR: 6	INT: 4
AGL: 8	EDU: 7
CON: 3	CHR: 3
SOC: 2	

Background: Born 17/11/1172 on Trybec. Upon finishing secondary schooling, Feldmunson attended technical school and then applied (but was turned down) for the Hiver Technical Academy on Aubaine. He instead became a mechanic, first for Trybecorp and then for the RCES. He became a technical field rep for the Committee for the Standardization of Armaments and Ammunition in the Reformation Coalition (CSAARC) within a month of its establishment and became responsible for designing maintenance check systems. After several failures in that position, he was recently reassigned as a field technical support representative. In that capacity he accompanies new items of equipment assigned to active operational units for field testing, where he provides instructions on use, technical debugging on the scene, and a performance evaluation afterwards.

Feldmunson's mother died when he was an infant and he no longer communicates with his father or either of his two brothers.

Career Path

1189-1192	Technical School
1193-1196	Mechanic
1197-1200	Mechanic

Initiative: 1

Combat Assets: Energy Weapon (Laser Rifle) 1/9

Other Assets: Admin/Legal 1/8, Communication 1/8, Computer 3/10, Electronics 5/12, Environment Suit 2/5, Gambling 1/5, Grav Belt 1/9, Gravitics 1/9, Ground Vehicle (Wheeled) 3/11, Hovercraft 1/9, Instruction 1/4, Intrusion 1/9, Machinist 1/9, Mechanic 7/13, Ship's Engineering 1/8, Zero-G Environment 1/4

Appearance: Feldmunson is physically unimpressive, thin with poor posture and a sunken chest. His face is ferret-like, with shifty, suspicious eyes and bad teeth. While working on Aubaine or in some other secure part of Coalition Space, he will usually wear an RCES body sleeve and carry a heavy-bladed commando knife on his tool belt. When in the field, however, he usually dresses in more formal clothes, completely impractical for work in the field, and usually manages to stay clean (by staying clear of hard work or dangerous duties).

Personality: Feldmunson is obnoxious and boorish, with an air of ignorant superiority combined with mean-spirited jealousy. When far away from danger, he brags about his many exploits and blusters to bully anyone he perceives as an easy target. This is all talk, however, and if anyone calls his bluff he will immediately back down, usually citing the "importance of the mission" or some other excuse to duck a confrontation. He particularly dislikes anyone who has attended the Hiver Technical Academy on Aubaine, both because he sees them as a barrier to his own advancement and because he is certain that all of them feel superior to him and secretly ridicule him behind his back.

Motivation

Diamond Jack: For all of Feldmunson's tough, loud talk, he is a total coward. He will do everything he can to avoid danger and, once in combat, will be almost totally useless.

Spade 10: He is extremely ambitious, and sees discrediting others as his best means of advancing his own career.

Refereeing Feldmunson: Feldmunson is the perfect vehicle for referees to use to introduce new equipment into the campaign, particularly things which the referee has designed using Fire, Fusion, & Steel. Feldmunson will accompany the item to instruct the player characters in its use, make sure that it is in good working order at all times, and evaluate its performance for CSAARC. There are a couple of problems with this, however.

Feldmunson has a very poor instruction asset, so there will probably be frequent failures in communicating the correct method of operation for new equipment. (Fortunately, there are usually excellent instructional videos and manuals included, and characters who rely on these will be much better off.) Any failure in the field due to his poor instructions he will attempt to blame on the players.

An additional problem is Feldmunson's cowardice. Once things get hot, Feldmunson will be nowhere in sight, and any repairs or maintenance under fire will have to be provided by the player characters.

Despite his poor people skills and limited intellect, however, he is an excellent mechanic, and when confined to that job he can do it very well.

Possessions: If trapped into a combat situation, Feldmunson prefers to carry a laser rifle, both because it is very long ranged and because its low penetration means that he is not expected to mix it up with armored troops at close range. He has a beautifully decorated Ithklur laser rifle permanently blackened.

Quotations:

"Don't pay attention to me. Go ahead and break it. It ain't comin' out of my percentage."

"What do you think, I'm stupid or something? I never told you that drill would punch crystaliron. What are you trying to pull?"

"I don't make house calls! They ain't paying me to get shot at, you know. That's your job."

"Oh, no! Not you knuckleheads again!"

Hit Capacity

Head: 6

Chest: 27

Other: 18

Wt: 72 kg

Load: 27 kg

Throw Range: 24 meters

Unarmed Combat Damage: 1

Contacts: 3 Specialists (mechanics)

Chapter 2



Starships and Crews





Captain Orso Gorzini



Captain Dwight
Ravanami



Captain Rosemary
Gushuumu



Captain Cardovan
Rink



Captain Igor
Pankеровski



Captain Hideiki
"Red Bat" Sanderson



Captain Pat
"Who Me?" Ritter



Scout Commander
Senta "Boom Boom"
Romero

CHAPTER 2: STARSHIPS AND CREWS

This second chapter deals with eight starships and their crews, primarily their captains. These are starships the player characters are apt to encounter while adventuring in the Wilds spinward of the Reformation Coalition, but with some modifications they could as easily be encountered in other areas of the Wilds.

These characters can be used either in the main sequence of an adventure or in the setup. The three Free Traders are particularly useful in setups, as they can provide information from the Free Trader Network which triggers the actual adventure. Other characters, particularly the Guild captain, can be used easily in the main part of the adventure, either as the principal focus of the adventure or as an added complication.

The ship section which accompanies this chapter provides a map of the common routes followed by the ship, an indication of her markings, and anything unusual about the crew or how the vessel is outfitted.

STAR VIKINGS

Personalities



Orso Gorzini



Orso Gorzini, Age 40 in 1201

Occupation: Free Trader Captain

Attributes

STR: 7	INT: 7
AGL: 4	EDU: 6
CON: 5	CHR: 8
SOC: 4	

Background: Born 217/1160 on Varina (0633/Diaspora). Largely without benefit of schooling, Orso Gorzini has learned his trade from the bottom up, starting as an apprentice spacehand and now the captain of his own ship, *Reluctant Explorer*. The ship travels throughout Diaspora Sector, although for the last several years it has tended to drift more toward the trailing edge. The Guild has placed mounting pressure on the ship to become a member vessel. Gorzini has diplomatically managed to remain independent without making a formal break with the Guild.

Although Gorzini has the largest single ownership share in the ship, he does not hold a majority interest. Other members of the crew hold a substantial interest, and so he is captain by election. Gorzini's authority over them comes as much from his natural leadership skills as from any formal authority.

Gorzini ran away from home at the age of 16 and has never returned to his home world. If any of his family are still alive, he has no knowledge of them.

Career Path

1177-1180	Signed on Free Trader as Apprentice Spacehand, Promoted Able Spacehand within a year
1181-1184	Promoted Senior Spacehand
1185-1188	Passed examinations and Commissioned 4th Officer, and soon Promoted 3rd Officer
1189-1192	Promoted 2nd Officer
1193-1196	Promoted 1st Officer
1197-1200	Elected Captain

Initiative: 4

Combat Assets: Slug Weapon (Pistol) 3/10

Other Assets: Act/Bluff 2/10, Admin/Legal 1/7, Astrogation 2/8, Bargain 3/11, Bribery 1/9, Carousing 2/10, Computer 0/6, Electronics 3/9, Environment Suit 3/7, Forgery 1/5, Gravitics 1/7, Ground Vehicle (Wheeled) 1/5, Hovercraft 1/5, Languages (Aslan 1/9, Droyne 1/9), Leadership 1/9, Marketing 1/7, Mechanic 4/11, Persuasion 1/9, Pilot (Interface/Grav) 3/7, Ship's Engineering 1/7, Sensors 1/8, Service 1/9, Streetwise 6/13, Survival 1/8, Willpower 1/8, Zero-G Environment 1/6

Appearance: Gorzini is a stout, red-faced man with a booming voice and a cheerful face. He dresses flamboyantly and sports a long handlebar mustache. He has shaved most of the rest of his head, leaving only a Tartar scalp lock, usually bound up with a silver ring. His usual attire is a brightly colored jumpsuit.

Personality: Gorzini is extremely colorful, sometimes going to great lengths to avoid any sort of conventional behavior or mannerisms. Once he attended a military dinner party for which the invitation read "decorations required, dress optional," and so he arrived completely naked with his one honorary military decoration taped to his chest.

Gorzini's harmless eccentricities and friendly, cheerful outlook on life mask another side of his personality, a streak of extreme stubbornness. Once Gorzini's mind is made up, it is nearly impossible to change it. Of equal importance is the fact that any attempt to force a decision before his mind is made up is likely to trigger a backlash. Although Gorzini has no use for the Guild himself, he considered joining simply out of consideration for the welfare of his crew, many of whom are also owners of the ship. It was Guild efforts to intimidate him into joining, however, which turned him firmly against them, caused him to shift operations to trailing of the main Guild area, and began his current period of active cooperation with the Coalition.

Motivation

Joker: Gorzini is not only an eccentric; he positively delights in it. He considers bizarre colorful behavior an art form, himself its most accomplished practitioner, and the galaxy his canvas.

Club Queen: He is extremely stubborn once his mind is made up, and will resist any attempt to change it. More than that, he often bristles when people attempt to pressure him into a decision before he has made up his mind, and this will often cause him to react by taking the opposite course.

Refereeing Gorzini: Gorzini may be encountered casually on the normal route of the *Reluctant Explorer*, or he may be inserted in an adventure or campaign either as the source of information at the start of an adventure or as a solid contact of one of the player characters.

Possessions: Gorzini is no more wealthy than most Free Traders, which is to say that he is just managing to stay afloat (or, in this case, aloft). Therefore, he will not have access to a great deal of equipment. But he does get around and manages to see a lot of strange things, so he will usually have some unusual piece of equipment.

Quotations:

"A good deal is good for both of us. Bargaining is how you find out how important the deal is to both sides; it isn't a way to cheat the other fella. You learn that, you damn sure know more than most those fellas out there."

"Wish in one hand and spit in the other, and see which one fills up quicker."

"Hey, Boyo, have I got a juicy item for you! I'd let you have this one for free, too, but the old *Explorer* needs a J-field alignment and I need a couple hundred to get the job done. You interested?"

Hit Capacity

Head: 10

Chest: 36

Other: 24

Wt: 92 kg

Load: 36 kg

Throw Range: 28 meters

Unarmed Combat Damage: 1

Contacts: 4 Trader
1 Criminal
1 Government

STAR VIKINGS

Personalities



Dwight Ravanami

Dwight Ravanami, Age 41 in 1201

Occupation: Free Trader Captain

Attributes

STR: 4	INT: 7
AGL: 6	EDU: 9
CON: 6	CHR: 5
SOC: 4	

Background: Born 003/1160 on Arriba (1117/Diaspora), Dwight Ravanami was fascinated with the notion of interstellar travel from an early age, an interest that he inherited from his father, a retired officer on a merchant ship. When his parents were killed in a tragic accident, Ravanami was placed in an orphanage, and then a vocational school, but chafed under the restrictions placed upon him, and left the school at the first opportunity. Trading upon his father's reputation, Ravanami managed to secure a spacehand's position aboard a visiting merchant ship. His intelligence and a talent for electronics soon won him a commission, and his ability with languages and a natural trading instinct eventually acquired for him the majority interest in *Merganser*, a 200-ton far trader. Although he has not been *Merganser's* captain for very long, he has already won the undying loyalty of his crew and a considerable reputation in the Wilds and the Coalition alike as an honest (albeit shrewd) merchant.

Ravanami has a few distant cousins on Arriba, but has not seen any of them since his earliest childhood.

Career Path

1177-1180	Trader, promoted Able Spacehand
1181-1184	Commissioned 4th Officer
1185-1188	Promoted 3rd Officer
1189-1192	Promoted 2nd Officer
1193-1196	Promoted 1st Officer
1197-1200	Promoted Captain

Initiative: 4

Combat Assets: Slug Weapon (Rifle) 3/7

Other Assets: Admin/Legal 3/12, Astrogation 3/12, Bargain 3/8, Bribery 1/6, Communications 2/11, Computer 2/11, Electronics 4/13, Environment Suit 2/8, Forgery 1/7, Gravitics 1/10, Ground Vehicle (Wheeled) 1/7, Gunner (Energy Weapons) 2/1, Languages (Aslan 1/6, Droyne 1/6, Vilani 1/6, Vegan 1/6), Leadership 2/7, Machinist 1/7, Marketing 3/12, Mechanic 2/6, Persuasion 1/6, Pilot (Interface/Grav) 3/9, Ship's Engineering 1/10, Sensors 1/8, Streetwise 2/9, Survey 2/9, Survival 1/8, Willpower 1/8, Zero-G Environment 1/7

Appearance: Ravanami is tall and well-built (but not exceptionally strong), with a cheerful nature that makes it easy to like him. His clothing is always clean and neat, his hair always perfectly in place, but he does not seem to make a great fuss over his appearance.

Personality: Ravanami is a very kind, honest man, but this does not mean that he is a fool. He is a shrewd negotiator, a good judge of character, and has an excellent feel for interplanetary and interstellar trade. He is not an easy man to take advantage of, but he is always willing to do what he can to help a person in genuine need.

Motivation

Heart Queen: Ravanami feels that his primary concern is the welfare of his ship and crew. He does what he can to help out the rest of the universe.

Heart Jack: Ravanami is a very intelligent man, and his advice is always thoughtful and well-considered.

Refereeing Ravanami: Ravanami loves intelligent life in all of its forms, but he is intelligent enough to realize that there is only so much he can accomplish by himself. He has the greatest hopes for the goals of the Coalition, and believes that it is humanity's best way out of the chaos and barbarism that he has seen so much of in the Wilds. For this reason, he takes every opportunity to promote the Coalition's interests whenever he can, and does his best to counteract the spread of atrocity stories about the horrible "Star Vikings." He has little use for (and few dealings with) the Guild.

Ravanami can be encountered anywhere on *Merganser's* normal route. He is a useful ally for RC teams in a tight spot, a very good source of reliable information, and a possible conduit to the Free Trader Network.

Possessions: Ravanami and his crew are comfortable, but not exceptionally wealthy. They will have standard equipment expected of a starship crew, but nothing fancy or particularly exotic.

Quotations:

"My mother taught me that the most that was expected of any of us was to brighten the spot where we were."

Hit Capacity

Head: 12
Chest: 30
Other: 20

Wt: 72 kg

Load: 30 kg

Throw Range: 16 meters

Unarmed Combat Damage: 1

Contacts:	5 Trader
	1 Government

STAR VIKINGS

Personalities



CAUTION



Rosemary Gushuumu

Rosemary Gushuumu, Age 45 in 1201

Occupation: Free Trader Captain

Attributes

STR: 6	INT: 7
AGL: 9	EDU: 8
CON: 5	CHR: 4
SOC: 4	

Background: Born 217-1154 aboard *Silvanus*, a 400-ton Petty-class subsidized merchant, Rosemary Gushuumu was raised by her mother (who was then the ship's navigator) and her father (then the ship's first officer). *Silvanus* has always been a family partnership, owned (and largely crewed by) Rosemary's family, but it was ability, not nepotism, that secured her promotions. When her uncle MacKechnie died and the position of captain was open, she was elected by a unanimous vote of the crew. Rosemary is married to *Silvanus*' senior engineer, and has two daughters (the oldest married the captain of another trader, the other is still too young for a formal crew slot, but helps out the steward).

Rosemary has relatives on other trading ships in the Wilds, and has an extensive network of contacts (some of whom are in the Mercantile Guild).

Career Path

1173-1176	Trader, Apprentice, and then Able Spacehand
1177-1180	Promoted Senior Spacehand
1181-1184	Commissioned 4th Officer
1185-1188	Promoted 3rd Officer
1189-1192	Promoted 2nd Officer
1193-1196	Promoted 1st Officer
1197-1200	Promoted Captain

Initiative: 3

Combat Assets: Slug Weapon (Pistol) 2/8

Other Assets: Admin/Legal 1/9, Astrogration 2/10, Bargain 4/9, Bribery 1/5, Communications 1/9, Computer 1/9, Electronics 3/11, Environment Suit 2/7, Forgery 2/11, Gravitics 1/9, Ground Vehicle (Wheeled) 1/10, Gunnery (Energy Weapons) 1/9, Hovercraft 1/10, Linguistics 1/5, Leadership 1/5, Machinist 3/12, Marketing 1/9, Mechanic 1/7, Persuasion 1/5, Pilot (Interface/Grav) 4/13, RCV Operations 1/9, Riding 1/6, Recruiting 1/5, Screens (Sandcaster) 2/10, Ship's Engineering 1/7, Sensors 1/8, Service 1/5, Streetwise 4/11, Willpower 1/8, Zero-G Environment 1/6

Appearance: Rosemary is slender and graceful in when in motion, but thin and gaunt-looking at rest, when her musculature seems to sag slightly, and makes her appear older than older than her 45 years. Rosemary's normal costume is plain and utilitarian, normally consisting of standard starcrew jumpsuit, or shirt-and-slacks. On rare occasions, however, she indulges herself and allows her passion for very expensive jewelry to surface. When wearing her finest clothing and jewels, Rosemary could easily be mistaken for a member of the nobility.

Personality: Rosemary refuses to join the Guild, partly because she wants to run her own affairs, and doesn't want to answer to a larger organization, and partly because she doesn't want to cut anyone else in on her ship's hard-earned profits. She views the Guild's demand for a tithe to be an unwarranted demand for a share of her hard work, and resents the competition that the Guild represents.

On the other side of the coin, Rosemary is not particularly attracted to the Coalition either. She strongly dislikes any attempts to interfere with free trade, feeling that such things as tariffs, tolls, and customs duties get in the way of good, honest profits.

Motivation

Diamond 8: If Rosemary has a weakness, it is her obsession with jewelry, the larger and more expensive the better. From time to time she will be overcome by desire for an item of rare beauty or exceptional workmanship, and will let this overcome her business acumen.

Spade 2: Rosemary's immediate plans are to acquire another ship and crew, which will serve as the foundation of a small mercantile empire. She justifies her accumulation of jewelry as a form of savings account or long-term investment to finance the purchase.

Refereeing Gushuumu: Rosemary and her crew can be encountered anywhere along *Silvanus*' normal route. The PCs might hire *Silvanus* as transportation if they do not have a ship of their own. They may encounter *Silvanus* under attack by Guild corsairs. They may encounter Rosemary or part of her crew while in port (perhaps while attempting to buy or sell a cargo).

As a trade contact, Rosemary can be used as a source of information about the area traversed by *Silvanus* (at a price, of course).

Possessions: The crewmembers of *Silvanus* share in its profits, and are all comfortable, but none of them are exceptionally wealthy. Rosemary has an extensive collection of jewelry and gemstones, amounting to about Cr75,000 total value, which she keeps well-hidden and seldom, if ever, discusses. She has managed to accumulate this collection by sharp trading and an almost total lack of other expenses, as her needs are few beyond bare survival.

When necessary, she arms or equips herself from the standard equipment carried in *Silvanus*' supply lockers.

Quotations:

"Where's the Guild when I'm trying to find a cargo? Where's the Guild when the cargo needs to be schlepped out of the hold? Where's the Guild when I'm looking for a buyer? I'll tell you where they are...they're hiding in the bilge until I get paid, and then they scurry around looking for crumbs."

"Nothing is free out here. Not the food in your belly, not the deckspace your feet take up, not even the air you breathe."

"Say, that's a pretty little trinket you have there. What'll you take for it? Come on, everything has a price..."

Hit Capacity

Head: 10

Chest: 33

Other: 22

Wt: 53 kg

Load: 33 kg

Throw Range: 24 meters

Unarmed Combat Damage: 1

Contacts: 4 Trader
3 Criminal

STAR VIKINGS

Personalities



Cardovan Rink



Cardovan Rink, Age 37 in 1201

Occupation: Reformation Coalition Merchant

Attributes

STR: 4	INT: 9
AGL: 6	EDU: 10
CON: 3	CHR: 7
SOC: 6	

Background: Born 6/VI/1164 on Luhtala (later renamed Lucifer). Cordovan was born to middle-class parents who died in an automobile accident when he was still an infant. Cordovan lived with a series of relatives for a number of years, but ran away and began living on the streets as a teenager. He was adopted by a master counterfeiter and became a reasonably good forger, but was arrested and incarcerated shortly after his 20th birthday. While in prison, Cordovan had considerable time to think about his future. Lacking technical skills or education, he saw few opportunities other than menial labor, but a cellmate who was a former sailor told him about the sea. When he was released, he joined the merchant marine as an ordinary seaman, but so impressed his captain with his quick ability to learn that he took and passed the tests for 4th Officer.

When the Hiver Technical Academy was established on Vras (later renamed Aubaine), a planetwide series of aptitude tests were offered on Luhtala and, again encouraged by his captain, Cordovan took the test and scored high enough for academy entry. Upon graduation with honors, he was given a direct commission as a 2nd Officer in the new Coalition merchant service, and was recently promoted to captain and given command on RMS *Harbinger*.

Cordovan has no contact with his natural family, but remains very close to both Zuustamen Vorgelt, the (now-retired) counterfeiter who took him in from the street and Annabelle Lee, the merchant captain whose encouragement led him to where he is now.

Career Path

1181-1184	Criminal
1185-1188	Prisoner
1189-1192	Joined Luhtalan Merchant Marine, passed exams for 4th Officer
1193-1196	Hiver Technical Academy, entered Coalition Merchants as 2nd Officer
1197-1200	Promoted 1st Officer
1201	Promoted Captain

Initiative: 4

Combat Assets: Heavy Gun 1/5, Slug Weapon (Rifle) 2/6, Unarmed Martial Arts 5/9

Other Assets: Acrobatics 2/8, Act/Bluff 3/10, Admin/Legal 2/12, Astrogation 3/13, Bargain 2/9, Climbing 2/5, Communication 1/11, Computer 1/11, Disguise 1/8, Environment Suit 1/4, Excavation 1/11, Forgery 4/10, Ground Vehicle (Wheeled) 0/6, Hovercraft 1/7, Intrusion 1/7, Large Watercraft 1/4, Leadership 2/9, Liaison 1/8, Map 1/11, Marketing 1/11, Medical (Trauma Aid) 1/11, Meteorology 1/11, Navigation 1/10, Observation 2/11, Persuasion 1/8, Pickpocket 1/7, Pilot (Interface/Grav) 3/9, Sensors 3/12, Stealth 1/7, Streetwise 2/11, Willpower 1/10

Appearance: Cordovan Rink is a classically handsome man, of medium height and slightly slender. His face is open and friendly, and there is usually a humorous or mischievous twinkle in his eye. He usually wears flamboyant clothes which, on anyone else, would look absurd, but which are somehow becoming on him. He is particularly fond of shirts and jackets with huge, puffy sleeves, similar to those popular on 16th-century (Solomani calendar) Terra.

Personality: Rink could be a poster boy for the planet Lucifer. He is everything people have come to expect from Luhtalans—a hilariously entertaining, good-hearted screwball, with a natural love for anything a bit off-center. This makes him a natural for dealing with cultures in the Wilds, of course, as nothing catches him too much off-guard and, far from displaying any cultural arrogance toward the societies he visits, the main danger is that he will “go native.”

Motivation

Heart 9: Rink is cheerful and outgoing, with a positive attitude toward sentient life in general. He tends to think the best of people, and when people disappoint him his usual reaction is not anger but rather a sincere attempt to understand their behavior. To those who have known him a long time he is a loyal and generous friend.

Joker: Many Luhtalans are considered eccentric by other members of the Coalition, but Rink is considered a little bit strange by some Luhtalans, which is a considerable achievement.

Refereeing Rink: Rink can be encountered anywhere in the Wilds reasonably close to Coalition Space, but the main route of *Harbinger* is described in the color section of this book. While Rink may be encountered casually in an adventure, it is far more likely that his knowledge of and affinity for the local cultures will be useful in completing a mission. It is even possible that the player characters, if captured by locals, might be rescued by Rink in disguise (preferably a very odd disguise).

Possessions: Rink is moderately well-off, and is a good enough merchant to know the importance of always showing a profit. He is not overly concerned with his personal fortune, however, and gives away much of his own money to acquaintances in need.

Quotations:

“‘Iron bars do not a prison make,’ they say, and from firsthand experience I can tell you they’re right. It’s not the iron bars; it’s the food.”

“This is really a very interesting ceremony. I don’t think they’re actually going to eat us, do you?”

“‘Whoof! Whoof-whoof!’ That’s my other Vargr impersonation.”

Hit Capacity

Head: 6

Chest: 21

Other: 14

Wt: 72 kg

Load: 21 kg

Throw Range: 16 meters

Unarmed Combat Damage: 2

Contacts: 3 Criminal
1 Law Enforcement
2 Native
1 Hiver

STAR VIKINGS

Personalities



Igor Pankerovski



Igor Pankеровski, Age 37 in 1201

Occupation: Guild captain

Attributes

STR: 8	INT: 3
AGL: 5	EDU: 6
CON: 4	CHR: 6
SOC: 4	

Background: Igor Pankеровski was born 055-1164 on Varina (0633/Diaspora). Pankеровski doesn't discuss his family very much, and tells different stories each time he does. He often claims to have killed one or both of them, but equally often claims to have been orphaned and taken in by a Guild captain. He seems to have spent his youth on Varina as a petty criminal until he joined the crew of a Guild corsair at 17. Pankеровski drifted from ship to ship, each time inflating his previous accomplishments and worming his way into higher and higher positions.

For the last five years, Pankеровski has been the acting captain of *Anunnaki*, a *Bastien*-class liner seized by his corsair. So far, he has shown a tidy profit, and kept his Guild patron (the corsair captain) happy with a share of the proceeds.

Career Path

1181-1184	Shipped with Guild Corsair, as Spacehand
1185-1188	Commissioned as 4th Officer in prize crew on a trader
1189-1192	Promoted to 3rd Officer
1193-1196	Officer on Guild Corsair
1197-1200	Acting Captain on captured liner

Initiative: 4

Combat Assets: Gunnery (Energy Weapon) 4/10, Slug Weapon (Rifle) 5/13, Energy Weapon (Rifle) 1/9, Unarmed Martial Arts 4/12

Other Assets: Bargain 3/9, Bribery 1/7, Environment Suit 1/5, Ground Vehicle (Wheeled) 3/8, Intrusion 1/6, Leadership 2/8, Marketing 2/8, Mechanic 5/13, Pilot (Interface/Grav) 2/7, Streetwise 4/7, Swimming 3/7, Willpower 2/5, Zero-G Environment 1/5

Appearance: Pankеровski is large and stoutly built. He learned at an early age that his size could intimidate, and cultivated a scowl that enhanced his brutish appearance and made it easy to frighten people into obedience. He normally wears a loose-fitting jumpsuit, embroidered with symbols of several schools of unarmed martial arts (claiming champion-level status in all of them), over which he wears a shoulder holster containing a stainless steel 9mm magnum revolver.

He is almost always accompanied by Lurcher, a large, mixed-breed dog that receives what little compassion and love trickles up from Pankеровski's soul. The last person who remarked that they looked like blood relatives found himself on the wrong side of an air lock.

Personality: Pankеровski is not an intelligent man, but he has a form of low animal cunning that can simulate intelligence to those who don't know him well. Pankеровski is a nasty, brutish, and cruel man with an instinct for just how far a crew can be pushed without antagonizing them into mutiny. His present position, where he is out of reach of any immediate superior, is paradise for him. However, he is beginning to realize that it must end soon, as some members of his crew are starting to realize the true nature of their leader. Lately, he has been increasing the crew's share of the take at the expense of his patron's.

Motivation

Spade King: Pankеровski is a pathological liar, with enough low cunning to know just how far he can string out a particular line of falsehood before his listeners get wise.

Diamond 6: Pankеровski will lose no opportunity to add to his personal possessions.

Refereeing Pankеровski: Pankеровski and the *Anunnaki* can be encountered almost anywhere in the Wilds, but he prefers to operate in areas where planetary defenses are weak. The high profit margin that Pankеровski shows is due more to his extortionate trading practices than any knowledge of bargaining or economic principles. Pankеровski will not make a very good protagonist by himself, but in combination with other elements could serve as a useful "recurring nuisance" for a group of PCs. Pankеровski can also be inserted into an adventure as a red herring, to divert the PCs' attention from the main plot for a short time.

Possessions: Pankеровski loves luxuries, and keeps his private cabin furnished with a variety of rare and expensive foodstuffs, garments, and furniture. He has no interest in music or the arts, and acquires only things (or people) to enhance his personal comfort.

Quotations:

"Well, you know what they say. A rolling stone...uh...is worth two in a bush. Whatever..."

"You can catch more flies with honey than with vinegar, but if you pull their wings off, they'll eat whatever you give 'em."

"Nah, Lurcher ain't a man-eater. He's been known to take a bite and spit it out, though."

"Come again?"

Hit Capacity

Head: 8
Chest: 36
Other: 24

Wt: 92 kg

Load: 36 kg

Throw Range: 32 meters

Unarmed Combat Damage: 3

Contacts:	2 Criminal
	3 Trader

STAR VIKINGS

Personalities



Hideiki "Red Bat"
Sanderson



Hideiki "Red Bat" Sanderson, Age 33 in 1201

Occupation: Captain of an Oriflammen raider

Attributes

STR: 8	INT: 3
AGL: 5	EDU: 5
CON: 6	CHR: 6
SOC: 4	

Background: Born 27/1/1168 on Oriflamme. Sanderson joined the army upon completion of secondary education and then transferred to special operations. After an incident which left a fellow soldier permanently disabled, Sanderson was discharged. Looking around for opportunities, Sanderson decided that the Wilds offered the best arena for his talents and signed on to one of the early Oriflammen recommissioned merchant craft. Several trading visits turned ugly, and Sanderson distinguished himself in the fighting, gaining the attention of his employers. Before the Dawn League sent out formal trading expeditions, Harknotten Trust (an Oriflammen feudal holding) was sending an armed corsair, *Winged Fury*, to trailing of what was soon to become the Dawn League, and Sanderson was commander of the boarding unit.

After several successful missions, Harknotten decided to expand the operation to spinward and outfitted one of the vessels captured by *Winged Fury* as a corsair as well, naming it *Winged Vengeance*. Sanderson, despite his minimal skills as a spacehand, was given command of the vessel, and for nearly a year has been raiding throughout the Khulam subsector.

Career Path

1185-1188	Army
1189-1192	Special Ops
1193-1196	Trader
1197-1200	Corsair

Initiative: 5

Combat Assets: Armed Martial Arts (pole arm) 2/10, Autogun 1/9, Energy Weapon (Rifle) 1/9, Grenade Launcher 1/9, Gunner (Energy Weapon) 3/8, Slug Weapon (Rifle) 5/12, Thrown Weapon 3/11, Unarmed Martial Arts 7/15

Other Assets: Act/Bluff 2/8, Admin/Legal 2/7, Bargain 1/7, Bribery 1/7, Climb 3/9, Computer 0/5, Environment Suit 3/9, Ground Vehicle (Wheeled) 0/5, Leadership 4/10, Mechanic 5/12, Pilot (Interface/Grav) 5/10, Recruiting 1/7, Stealth 1/6, Willpower 1/4, Zero-G Environment 1/7

Appearance: Red Bat is stocky and heavy-set, but muscular rather than fat. He usually has several days worth of beard stubble and rumpled black hair. He has even, well-defined features and an otherwise-handsome face is marred only by the ever-present sneer, and the suspicious, hostile look in his deep-set eyes. He usually wears military-style fatigues and a few odd pieces of body armor, as much for decoration as protection. He never wears an RCES body sleeve or any other Reformation Coalition gear.

Personality: When people in the Coalition complain about Oriflamme and the sort of raiders it produces, Red Bat is one of the examples they point to. There is a hard edge to most Oriflammen personalities, and in Red Bat that hardness has turned to unfeeling brutality and open contempt for anyone from outside the Coalition (as well as secret contempt for most people not from Oriflamme and anyone from Oriflamme who does not feel the same way he does). When this is combined with a "where's mine?" attitude, the results can be very ugly.

His friends admire him for his open expression of what they think most people in the Coalition secretly feel, but are afraid to say. He is seen as the epitome of the tough, independent, rebellious raider.

Motivation

Club King: Red Bat is casually, unthinkingly cruel, and takes a positive delight in violence against his enemies, which includes anyone who inconveniences him in any way.

Diamond 3: To the extent that Red Bat is motivated by anything other than a love of the semi-officially sanctioned violence of a raider, it is by a desire for material possessions.

Refereeing Red Bat: Although Red Bat and his crew are Coalition citizens operating out of Coalition Space, player characters are unlikely to encounter them on friendly terms. Red Bat's ship is privately owned and so is not subject to military codes of behavior, and although the Assembly is trying to pass laws that will enable RCES to regulate this sort of activity, until it does there's very little RCES can do. Officially, that is. Unofficially, there are a lot of Coalition personnel who would like a piece of Red Bat, and if the player characters were to somehow interfere with one of Red Bat's raids, or frustrate his plans, there would be few tears shed by people in the Service.

If Red Bat becomes an enemy of the player character, he can be a recurring threat, but subject to some odd protocols. He will never take any action against them, open or covert, while they are in Coalition Space, as he is unwilling to jeopardize his ability to continue operations. Only if they meet in the Wilds will he attack.

Possessions: Red Bat has a small ownership interest in *Winged Vengeance*, but the majority of it is owned by Harknotten Trust, a mid-sized Oriflammen feudal holding. The economic and political backing of the Trust is what has kept Red Bat (and others like him) in business this long. Red Bat is master of the ship while it is in the Wilds, however, and has access to a wide variety of weaponry.

Quotations:

"A zip's a zip, ain't he? I mean, sooner or later they all die anyhow."

"Look, these zipper-heads don't even know what they're sitting on. It can turn into junk if they keep it or it can make us rich. So I take it, and if they make trouble, they get trouble. For the record, I like my job, and if you got a problem with that, tough."

Hit Capacity

Head: 12

Chest: 42

Other: 28

Wt: 92 kg

Load: 42 kg

Throw Range: 32 meters

Unarmed Combat Damage: 5

Contacts:

2 Military

1 Criminal

1 Government

STAR VIKINGS

Personalities



Captain Pat
"Who Me" Ritter

Captain Pat "Who Me" Ritter, Age 37 in 1201

Occupation: Captain of RCS *Thunderchild*

Attributes: STR: 5 INT: 8 SOC: 6

AGL: 5 EDU: 8

CON: 6 CHR: 7

Background: Born 4/III/1164 on Vras/Aubaine. Ritter was part of the Aubani merchant service which re-strung ties between the worlds of the Old Expanses during the last decades of the 1100s. In 1193, he became a member of the illustrious first class of the new Hiver Technical Academy.

Upon graduating, Ritter was commissioned into the newly organized Dawn League Navy as a Lieutenant Commander where he served in a variety of posts, including military advisor to future Coalition Secretary General Lon Maggart when Maggart was the Director of Aubani Planetary Defense.

In 1199, Ritter and Sean "Hammer" Lathrop were assigned as executive and commanding officers, respectively, of exploration cruiser DLS *Ashtabula*, newly commissioned into Dawn League service to search for and recover the 12 missing Dawn League traders. *Ashtabula* became the most famous of the cruisers, and holds an almost mythic place in the public imagination. *Ashtabula* completed 12 missions, and participated in the recovery of four traders: *Apollo*, *Aube*, *Aurora*, and *Ra*, rescuing 10 of their crew.

In early 1200, Lathrop was promoted to Chief of Covert Operations of the RC, and Ritter succeeded him as *Ashtabula*'s C.O. Shortly after assuming command, Ritter commanded *Ashtabula* on the epic second attempt to recover DLS *Aurora* from Vezina. On the first mission, *Lirishkhunan*'s landing party was captured by the forces of the "God Emperor" of Hastea (the most powerful Vezinan state), necessitating the return of *Lirishkhunan* with *Ashtabula* and her battle-hardened drop troops in support. Although the God Emperor had already executed *Aurora*'s crew, the details of negotiating the release of the *Lirishkhunan* troops fell to Ritter. Ritter quickly tired of the God Emperor's demands, and continued them as cover for a bold and daring meteoric *coup de main* which turned into a *coup d'état* as the troops stormed the Palace of Hastea, annihilating the Sacred Guard battalion and the God Emperor's government on their way to liberating the prisoners.

The details of the raid are documented in *Say Good Night, Hoss*, by Gabrielle Diabla, who was aboard *Ashtabula* for the mission, and who earned her second Nimbus Palm for Excellence in Journalism for the book (naturally, the book's title is taken from a quote by Ritter). The RCN was established shortly following the Vezina operation, and Ritter presented the young organization with one of its first traditions: RCN Lieutenant Commanders take precedence above non-RC planetary rulers and all diplomats at ceremonial functions. (RCSA abhors this practice, but the Navy refuses to stop it. The best that RCSA can do to avoid an incident is to see that there are no Lieutenant Commanders present at a given function or aboard a ship.)

Near the end of that year, just before RCS *Ashtabula* departed on her thirteenth mission, Ritter was "down chitted" for having been exposed to a virus which affected the inner ear. Following standard RCN procedure (inner ear dysfunctions are catastrophic for meteoric assault troops, of which *Ashtabula* carried a platoon), Ritter was pulled from the crew and "temporarily replaced" for the mission. *Ashtabula* never returned, and was officially declared lost several months later. Ritter and Lathrop are the only surviving members of the ship's crew, and take great pains to keep her memory alive. Ritter was given command of RCN's newest clipper in late 1201.

Ritter is unmarried. His parents are still alive, and he has two brothers.

Career Path

1181-1184	Aubani Trader, commissioned 4th Officer and soon promoted 3rd Officer
1185-1188	Promoted 2nd Officer
1189-1192	Promoted 1st Officer
1193-1196	Hiver Technical Academy
1197-1200	Commissioned as Lt. Commander in the Dawn League (later RC) Navy, promoted Commander
1201	Promoted Captain and command of RCS <i>Thunderchild</i>

Initiative: 4

Combat Assets: Slug Weapon (Pistol) 4/9, Gunnery (Energy Weapons) 2/10

Other Assets: Admin/Legal 1/9, Astrogation 5/13, Bargain 1/8, Carpenter 2/8, Climbing 1/7, Communication 1/9, Computer 1/9, Electronics 1/9, Environment Suit 2/8, Grav Belt 2/7, Ground Vehicle (Wheeled) 1/6, Guard/Hunting Beast 1/7, High-G Environment 1/7, Language (Droyne 2/9), Leadership 4/11, Liaison 1/8, Marketing 1/9, Medical (Trauma Aid) 1/9, Painting 2/10, Parachute 2/8, Pilot (Interface/Grav) 3/8, Riding 2/8, Robotics 1/9, Screens (Meson Screen) 2/10, Ship Tactics 1/9, Sensors 3/11,

Starship Architecture 1/9, Swimming 1/7, Willpower 1/9, Zero-G Environment 1/7

Appearance: Ritter is of average build and slightly below average height at 1.7 meters. His short stature usually comes as a surprise to those first meeting him who know of his fiery reputation. He has reddish-blond hair which he wears in a short crewcut. He wears a navy blue body sleeve with rank insignia, unofficial drop wings, and a holstered snub pistol.

Personality: Ritter is the sort of person whose name frequently shows up in the same sentence with the word "firebrand." This comes as a surprise to Ritter, who is bemused by his reputation. He makes no attempt to deny these characterizations of himself, but finds it odd that anyone would expect a person to behave any other way. His call sign, "Who Me," comes from his standard and genuine protestation whenever he is accused of being unusually aggressive or forceful.

Those with meek, retiring, "small personalities" will find themselves overpowered by Ritter, but this is not deliberate on Ritter's part. Ritter is a straightforward, honest, and energetic person who merely expects others to behave the same way. He is baffled and a little hurt by those who, through their own shortcomings, view him as "coming on too strong."

Motivation

Club 8: Ritter is aggressive and feisty, but without being cruel or unnecessarily competitive. When there is something for him to do, he acts quickly and decisively to accomplish it. He finds this to be such a reasonable and satisfactory approach to life that he is surprised when others call attention to his directness as if it were unusual.

Heart 7: Ritter has a friendly, agreeable personality, and is devoted to his crews: any personnel currently assigned to him, as well as any who were previously under his care.

This is particularly the case with Ritter's former command: He is driven to discover the fate of *Ashtabula*, and to recover any surviving crew (but this will never drive him to obsessive foolishness, or to neglect the good of his current crew). This loyalty also manifests itself as "survivor's guilt." Unlike Lathrop, who had been reassigned from *Ashtabula*, Ritter felt that he was still responsible for the ship when she was lost, and he should have been with her and her crew, if not to make a crucial difference that could have saved them, at least to have met their fate with them. Reminders of *Ashtabula* are therefore much more bitter-sweet for Ritter than they are for Lathrop, as these always arouse a twinge of guilt and regret in Ritter, although he is loath to admit this.

Refereeing Ritter: As Captain of one of the few and highly useful and valuable RCN clippers, Ritter is likely to come into contact with PCs in a variety of naval operations: recovery missions, transport and insertion missions, and traditional naval combat operations. He is not difficult to work with, although if he has ideas about how the mission is to be conducted that differs with those of the PCs, they will know about it.

Ritter exercises a fair amount of initiative when *Thunderchild*'s mission assignments are generated, and lobbies to be deployed in the direction of the Promise subsector, where *Ashtabula* is believed to have been lost.

Possessions: Members of the RC armed forces will notice that the drop wings Ritter wears on his uniform are of an unusual and unofficial design. These are the drop wings fashioned by *Ashtabula*'s crew and worn by all of her jump-qualified troops, with whom Ritter jumped into combat on over a dozen occasions. To the best of his knowledge, these are the only surviving example of these wings, as Lathrop did not jump from *Ashtabula*.

Ritter carries a snub revolver in a holster bearing the *Ashtabula* insignia.

Quotations:

"Look, Hoss, I don't care who died and made you immortal, I'm only going to explain this one more time..."

(With the sound of gunfire in the background) "I'm pretty busy right now, sir, I'll call you back."

"Who are you calling aggressive, sweetcheeks?"

"Hey, watch yourself. Not all journalists are a waste of life support."

"Don't piss me off, man. I used to be a Lieutenant Commander."

Hit Capacity

Head: 12

Chest: 33

Other: 22

Weight: 80 kg

Load: 33 kg

Throw Range: 20 meters

Unarmed Combat Damage: 1

Contacts:	1 Military, "Hammer" Lathrop	1 Hiver
	2 Government, including Lon Maggart	1 Trader
	1 Journalism, Gabrielle Diabla	

STAR VIKINGS

Personalities



Senta "Boom Boom"
Romero



Senta "Boom Boom" Romero, Age 29 in 1201

Occupation: RCES scout

Attributes

STR: 4	INT: 6
AGL: 5	EDU: 10
CON: 7	CHR: 3
SOC: 6	

Background: Born 21/XI/1172 on Oriflamme. Romero's parents believed in frequent corporal punishment as a means of behavior modification. Romero was twice hospitalized for injuries due to this as child, and following the death of a younger brother she was placed in a public child care facility. She attended university, majoring in geology, and then was admitted to the Hiver Technical Academy on Aubaine. Upon graduation, she became a Dawn League scout and was pilot/astrogator on DLS *Aube*. In early 1199, she, along with the rest of *Aube's* crew, was imprisoned by a TED on the planet Nicosia. Subjected to extensive physical and psychological torture, several of the crew perished, but Romero and two of her shipmates survived to be rescued by DLS *Ashtabula*. (See *Path of Tears* for additional background on DLS *Aube*.)

Following rescue and a period of rehabilitation, Romero elected to return to active duty with the scout service (now the RCES), and currently commands RCS *Mary Ellen Carter*. *Mary Ellen Carter* is a converted *Petty*-class armed merchant vessel, and was used briefly as a raider/warship (officially an "Exploration Cruiser"). *Pettys* were not particularly successful in this role, and of the original three ships of this class, only *Mary Ellen* survives. She is no longer assigned combat missions, and instead is tasked with long-endurance scouting and survey missions, her weaponry intended only for self-defense.

Romero is very young to be the commander of any vessel, and particularly one the size of *Mary Ellen Carter*. Her rapid advancement is due in part to her membership in "the class of '96," the first graduating class from the Hiver Technical Academy on Aubaine, which includes many of the most influential men and women in the Coalition, particularly in the naval and exploratory services. The fact that she is a surviving crewperson of one of the original 12 exploratory vessels also makes her part of very small and select group of people. But despite her experience and technical skills, she has only mediocre (at best) people skills, and she is neither happy nor very successful as the commander of a deep space vessel.

Romero's parents are both still alive, although she has no contact with them, as are two of her younger brothers. Romero married shortly after her release from captivity, but is now separated from her husband.

Career Path

1189-1192	Undergraduate University
1193-1196	Hiver Technical Academy
1197-1200	Scout

Initiative: 3

Combat Assets: Slug Weapon (Pistol) 2/6, Unarmed Martial Arts 3/7

Other Assets: Astrogation 3/13, Combat Engineer 2/9, Geology 3/13, History 1/11, Leadership 1/4, Map 1/11, Meteorology 1/11, Navigation 2/8, Pilot (Interface/Grav) 3/8, Psychology 2/8, Sensors 1/7, Ship's Engineering 1/11, Survey 2/8, Survival 2/8, Swimming 2/9, Willpower 1/7, Xeno-Biology 1/11

Appearance: Romero is short and stocky, a good build for a pilot required to take high-G stress. She has a pronounced underbite and strong, jutting jaw, which gives her face a fierce, determined look. Her jaw is also slightly crooked, having been badly broken while in captivity. She has never bothered to have it corrected, as she is largely unconcerned with physical appearance. She never wears jewelry or any other form of ornamentation, and her hair is usually worn gathered up in an untidy bun. She always wears an RCES body sleeve on duty, usually with an over-large field jacket over it with DLS *Aube's* crest on the left shoulder and RCS *Mary Ellen Carter's* on the right.

She has a lot of nervous energy and fidgets whenever she is standing

still or sitting. One cheek is usually bulged slightly by a wad of faisal root, a popular Oriflamme stimulant, and she will sometimes chew quickly and nervously on this while listening to someone speak to her.

Personality: Romero is a dedicated scout who has sacrificed much to the service and is willing to sacrifice more. She is extremely frustrated, however, by the situation she finds herself in. She has very poor social skills and has difficulty communicating her feelings and intentions to those around her. The result is that her crew does not work together well as a team, morale is low, and there is considerable resentment of her by them. Her marriage is another likely casualty of her inability to express her thoughts and feelings clearly.

Romero's naturally poor people skills are compounded by her hair-trigger temper (which earned her the nick-name "Boom Boom"). She angers easily, and when she gives into rage whatever communication skills she normally has disappear. This explosive temper is a dual manifestation both of the tremendous frustration she experiences almost constantly in dealing with people and a deep streak of genuine violence.

Motivation

Club 10: While not cruel, Romero is violent even by Oriflamme standards. Although she has never struck anyone in uniform, her temper has led to numerous fights throughout her life.

Heart Queen: Romero is genuinely and deeply in love with her estranged husband, and is very depressed at her inability to communicate with him on any basis but a confrontational one. She believes that the only way she can eventually save her marriage is to change the way she deals with people, and learn how to express her thoughts and feelings clearly. For the first time in her life, she is making a conscious effort to do exactly that.

Refereeing Romero: Romero and her crew can be encountered in any of a variety of situations in the Wilds. Many adventures call for a light RCES support craft of some sort, whether it's to monitor transmissions from covert agents, pass along survey information, alert the player characters to unusual activity in a particular region, or anything else along those lines. *Mary Ellen Carter* is perfect for this. The strained relations between Romero and her crew can be an interesting additional complication for the adventure as well. Romero herself is one of those rare NPCs who are at a crossroads in their own life, and can go in either of two directions, and her personality can develop and evolve over several separate encounters with the player characters, possibly as a result of how things work out in earlier adventures.

Possessions: Romero has only two possessions she cares about: the battered jacket that bears the crest of DLS *Aube* and her gold wedding band (which she now wears concealed on a chain around her neck). She usually is armed with a snub revolver carried in a shoulder holster.

Quotations:

"WHAT THE HELL WERE YOU THINKING OF? WHAT IN THE... Okay... Uh, look. You need to work on this... Understand?... Um. That's all."

"We're going to sweep for magnetic anomalies at high altitude once we do the... You know. After we shed enough ions. After the ionization is.... The calibration run comes first, though. But after we scan for broadcast EMS, okay? Everyone got that?"

Hit Capacity

Head: 14
Chest: 33
Other: 22

Wt: 61 kg

Load: 33 kg

Throw Range: 16 meters

Unarmed Combat Damage: 1

Contacts:

1 Academic
1 Government ("Hammer" Lathrop)
1 Hiver



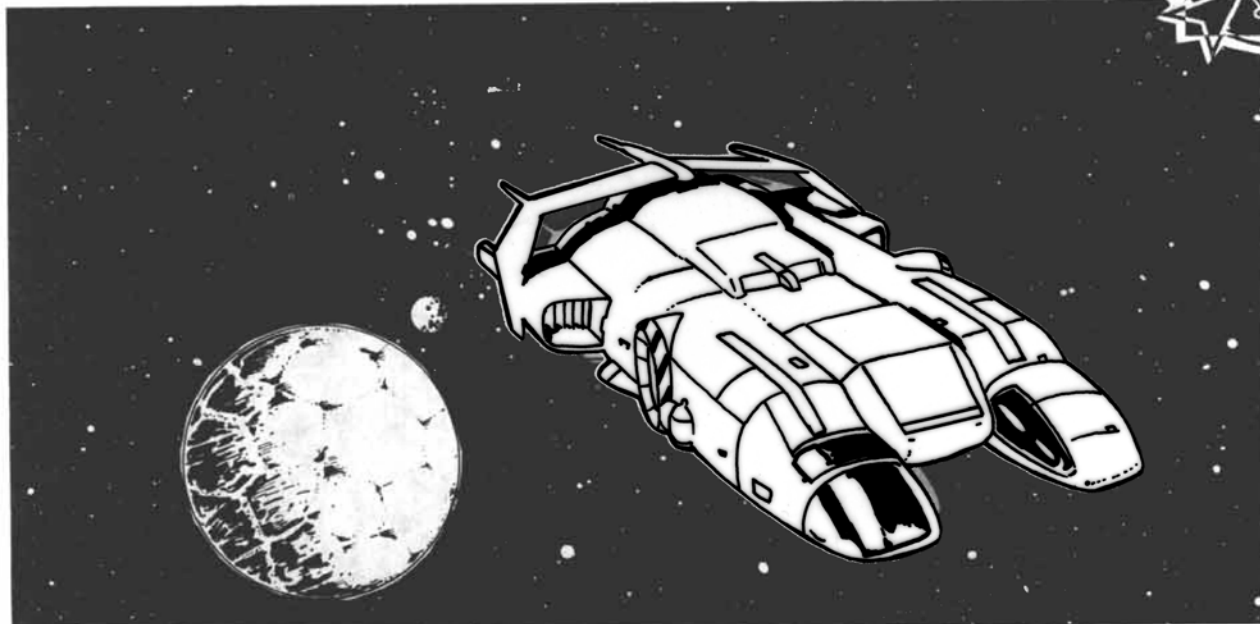
STARSHIPS

STARSHIP DESCRIPTIONS

The following section of the book provides descriptions in game terms of the vessels commanded by the eight characters detailed in the first half of this chapter. First the game statistics for the vessels are presented. Where more than one vessel of a specific class is covered, the notes to the ship will indicate what differences there are between the specific vessels. Where modifications to the original design have been sufficiently dramatic to warrant a separate description (as in the case of *Mary Ellen Carter* and *Winged Vengeance*), a separate page has been provided.

Following the ship data listings are four pages of color plates illustrating the unique marking of each vessel. Finally there are a series of star maps showing the most common patrol or trade areas of each of the eight ships.

Jayhawk-Class Far Trader



General Data

Displacement: 200 tons
Length: 43 meters
Price: MCr58.68 (*Reluctant Explorer*)
MCr57.91 (*Merganser*)
MCr58.65 (*Harbinger*)
Configuration: Wedge SL
Mass (Loaded/Empty): 2033.38/1208.78 (*Reluctant Explorer*)
1996.78/1172.18 (*Merganser*)
2018.38/1193.78 (*Harbinger*)

Engineering Data

Power Plant: 148 MW Fusion Power Plant (49 MW/hit), 1 year duration (*Reluctant Explorer*: 3.5295 MW power shortfall, *Merganser*: 0.3795 MW power shortfall, *Harbinger*: 1.2294 MW power shortfall)
Jump Performance: 2 (420 m³ fuel)
G-Rating: 1G (100 MW/G), Contra-Grav lifters (20 MW)
G-Turns: 48 (81.6 using jump fuel), 12.5 m³ each
Maint: 94 (*Reluctant Explorer*), 92 (*Merganser*), 93 (*Harbinger*)

Electronics

Computer: 3xTL-12 Model St (0.4 MW ea.)
Commo: 30,000 km radio (1 hex, 1 MW), 1000 AU maser (∞; 0.6 MW)
Avionics: TL-10+ Avionics
Sensors: Passive EMS fixed array 30,000km (1 hex, 0.03 MW), Active EMS 3000 km (0 hexes; use long range for task difficulty in same hex; 8 MW)
Controls: Flight deck with 3xWorkstation, 1 other workstation

Armament—*Reluctant Explorer*

Offensive: 1xTL-12 120-Mj Laser Turret (Loc: 8; Arcs: 1, 2, 3; 3.3 MW, 1 Crew)
Defensive: 1xTL-10 Sandcaster Turret (Loc: 9; Arcs: 1, 2, 3; TL-10; 1D10x5 Reduc/Hit; 20 Cann; 1 MW; 1 Crew)

Armament—*Merganser*

Offensive: 1xTL-12 Missile Turret (Loc: 8; 2 Ready MsIs; 0.15 MW, 1 Crew), total 2 Ready MsIs plus any carried as cargo
Defensive: 1xTL-10 Sandcaster Turret (Loc: 9; Arcs: 1, 2, 3; TL-10; 1D10x5 Reduc/Hit; 20 Cann; 1 MW; 1 Crew)

Armament—*RMS Harbinger*

Defensive: 2xTL-12 Sandcaster Turrets (Loc: 8, 9; Arcs: 1, 2, 3; TL-12; 1D10x5 Reduc/Hit; 30 Cann; 1 MW; 1 Crew)

	Short	Medium	Long	Extreme
120-Mj Laser Turret	4: 1/9-27	8: 1/9-27	16: 1/6-19	32: 1/3-9

Accommodations

Life Support: Extended (0.56 MW), Grav Compensators (3 G; 14 MW)
Crew: 6 (1xManeuver, 1xCommand/Maneuver, 1xElectronics, 1xEngineering, 1xGunnery, 1xGunnery/Steward)
Crew Accommodations: 6xSmall Stateroom (0.0005 MW ea.)
Passenger Accommodations: 9xSmall Stateroom (0.0005 MW ea.)
Cargo: 743.8 m³, 2 large cargo hatches
Small Craft and Launch Facilities: Air raft with internal hangar (Minimal), 1 launch port
Air Locks: 2

Notes

The common tech-12 far traders of the *Jayhawk* class have survived in significant numbers into the New Era, and three of the captains detailed in this chapter are masters of such ships: Orso Gorzini of *Reluctant Explorer*, Dwight Ravanami of *Merganser*, and Cardovan Rink of *RMS Harbinger*.

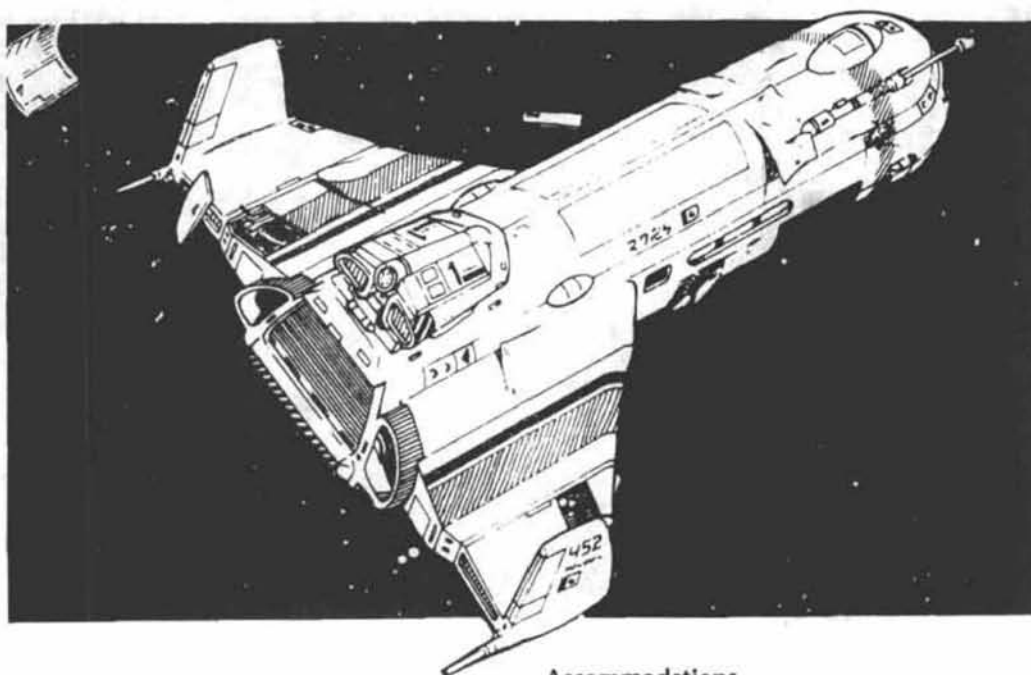
Fuel purification machinery (1.53 MW), 24 hours to refine 1020 m³.

DAMAGE TABLES

Area (1D20)	Surface Hits	Internal Explosion
1	1-4: CH, 5-9: LP, 10: Ant	Hold
2, 3	1: Ant	1-2: Elec, 3-20: Qtrs
4-5	1: Ant	1-2: Elec, 3-19: Qtrs, 20: Hold
6-7, 10-15		Hold
8-9	1-4: CH	1-6: TS, 7-20: Hold
16-17		1-7: Eng, 8-20: Hold
18-19	1: AL	1-7: Eng, 8-20: Hold
20		Eng

System
JD-3H
PP-3H
FPP-2H
AG-1H
ELS-1H
LS-2H
SSR-(2h)
MD-(2h)
CG-1H
LT-1H
MT-1H
Sand-1H
Hangar-1H
AllOthers-(1h)





General Data

Displacement: 390/400 tons Hull Armor: 10
Length: 44 meters Volume: 5460/5600 m³
Price: MCr90.04 Target Size: S
Configuration: Cylinder AF Tech Level: 12
Mass (Loaded/Empty): 4114.68/2579.99

Engineering Data

Power Plant: 286 MW Fusion Power Plant (48 MW/hit), 1 year duration (7.7 MW power shortfall)
Jump Performance: 1(560 m³ fuel)
G-Rating: 1G (200 MW/G), Contra-Grav lifters (40 MW)
G-Turns: 60 (82.4 using jump fuel), 25 m³ of fuel each
Maint: 190

Electronics

Computer: 3xTL-12 Mod St Computer (0.4 MW ea.)
Commo: 30,000km radio (1 hex; 1MW), 1000 AU maser (∞; 0.6 MW)
Avionics: TL-10+ Avionics
Sensors: Passive EMS fixed array 60,000km (2hexes; 0.06 MW), Active EMS 3000km (0 hexes; use long range for task difficulty in same hex; 8 MW)
Controls: Flight deck with 4xworkstation, plus 3 other workstations

Armament

Offensive: 2xTL-12 120-Mj Laser Turret (Loc: 2, 3; Arcs: 1, 2, 3; 3.3 MW, 1 Crew), 1xTL-12 Missile Turret (Loc: 4; 2 Ready MsIs; 0.15 MW, 1 Crew), total 2 Ready MsIs plus any stored in cargo
Defensive: 1xTL-10 Sandcaster Turret (Loc: 5; Arcs: 1, 2, 3; TL-10, 1D10x5 Reduc/Hit; 20 Cann; 1 MW; 1 Crew)

Accommodations

Life Support: Extended (1.092 MW), Gravitic Compensators (3G; 27.3 MW)
Crew: 13 (2xManeuver, 1xElectronics, 3xEngineering, 4xGunnery, 2xSteward [double as Small Craft Flight Crew], 1xCommand).
Crew Accommodations: 1xSmall Stateroom (command; 0.0005 MW ea.), 4xLarge Stateroom (triple-occupancy; 0.001 MW ea.)
Passenger Accommodations: 13xSmall Stateroom (0.0005 MW ea.), 13xLow Berth (0.001 MW ea.)
Cargo: 1306.5 m³, four large cargo hatches
Small Craft and Launch Facilities: 10-ton Skiff in AF External Grapple
Air Locks: 4

Notes

The Petty-class subsidized merchants (aka "Fat Traders") were originally built to haul bulk cargo along the many commercial "mains" of the Third Imperium, the government subsidy making it possible to transport moderate-value consumer goods at competitive prices, and thus promoting greater commercial and cultural homogeneity throughout the realm. Now that many of the former high-population worlds have become cold and lifeless rocks, the former trade-rich mains are often no longer economically viable, and commercially successful starships usually require jump-2 capability. While a handful of the old Petty-class ships have been renovated with more capable drives, most have fallen into disuse and disrepair, their electronics cannibalized to keep more valuable ships operational.

There are still occasional mains with enough commercial vitality to keep jump-1 ships in business, however, and old Petty-class ships (along with old free traders) can still be found plying the old trade routes. *Silvanus* has survived trading along just such a main.

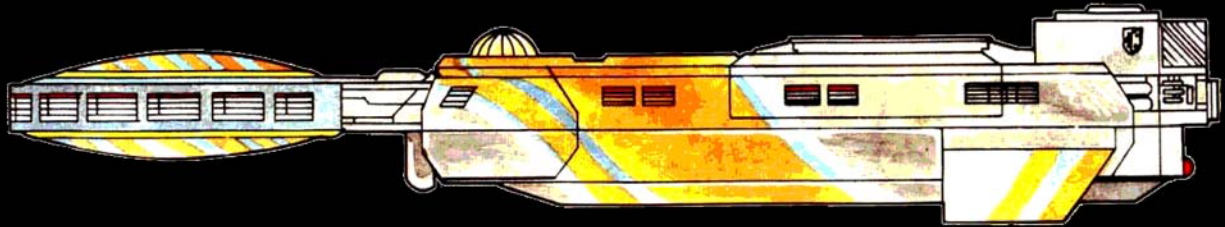
The ship itself displaces 390 tons; with its launch it displaces 400. Jump, maneuver, and contra-grav drives are all configured to support the 400-ton figure. Power shortfall may be met by powering down Contra-Grav lifters. Fuel purification machinery (6.18 MW), 12 hours to refine 2060 m³.

	Short	Medium	Long	Extreme
120-Mj Laser Turret	4: 1/4-27	8: 1/4-27	16: 1/4-19	32: 1/4-9

DAMAGE TABLES

Area (1D20)	Surface Hits	Internal Explosion	Systems
1	1-3: Ant	1-6: Elec, 7-20: Qtrs	JD-4H MD-(4h)
2-3	1: AL	1-3: LT, 4-17: Qtrs, 18-20: Hold	PP-6H SSR-(2h)
4-5	1-3: CH	1-3: TS, 4-16: Qtrs, 17-20: Hold	CG-1H FPP-9H
6-13, 16-17		Hold	AG-1H ELS-1H
14		1-9: Eng, 10-20: Hold	LSR-1H MT-1H
15		1-10: Eng, 11-20: Hold	LS-2H Sand-1H
18-19	1-4: CH	1-10: Eng, 11-20: Hold	Grapple-1H All Others-(1h)
20		Eng	LT-1H





General Data

Displacement: 600 tons
Length: 69 meters
Price: MCr171.1
Configuration: Slab SL
Mass (Loaded/Empty): 5092.421/4261.729

Hull Armor: 10
Volume: 8400 m³
Target Size: S
Tech Level: 12

Defensive: 1xTL-10 Sandcaster Turret (Loc: 11; Arcs: All; TL-10; 1D10x5 Reduc/Hit; 20 Cann; 1 MW; 1 Crew)

	Short	Medium	Long	Extreme
120-Mj Laser Turret	4: 1/9-27	8: 1/9-27	16: 1/6-19	32: 1/3-9

Engineering Data

Power Plant: 426 MW Fusion Power Plant (47 MW/hit), 1 year duration (4.143 MW power shortfall)
Jump Performance: 3 (1680 m³ fuel)
G-Rating: 1G (300 MW/G), Contra-Grav lifters (60 MW)
G-Turns: 76 (120.8 using jump fuel), 37.5 m³ of fuel each
Maint: 234

Electronics

Computer: 3xTL-12 Mod St Computer (0.4 MW ea.)
Commo: 30,000km radio (1 hex; 1 MW), 1000 AU maser (∞; 0.6 MW)
Avionics: TL-10+ Avionics
Sensors: Passive EMS fixed array 30,000km (1 hex; 0.03 MW), Active EMS, 3000km (0 hexes; use long range for task difficulty in same hex; 8 MW)
Controls: Flight deck with 4xworkstation, plus 4 other workstations

Armament

Offensive: 1x120-Mj Laser Turret (Loc: 12; Arcs: 2, 3, 4; 3.3 MW, 1 Crew), 1xTL-12 Missile Turret (Loc: 13; 2 Ready MsIs; 0.15 MW, 1 Crew), total 2 Ready MsIs plus any stored in cargo

Accommodations

Life Support: Extended (1.68 MW), Gravitic Compensators (3G; 42 MW)
Crew: 15 (2xManeuver, 1xElectronics, 4xEngineering, 3xGunnery, 1xMaintenance, 2xStewards [double as Small Craft Pilots], 1xCommand, 1xMedical).
Crew Accommodations: 1xSmall Stateroom (0.0005 MW ea.), 6xLarge Stateroom (multiple-occupancy; 0.001 MW ea.)
Passenger Accommodations: 21xSmall Stateroom (0.0005 MW ea.), 20xLow Berth (0.001 MW ea.)
Cargo: 429.6 m³, one large cargo hatch
Small Craft and Launch Facilities: 10-ton Skiff in Internal Hangar (Minimal), with one launch port
Air Locks: 6

Notes

The old *Bastien*-class liners were ideally suited to haul a mixture of VIPs and high value cargo considerable distances in a comparatively short time. There is very little demand for that sort of service in the Wilds, however. The *Bastien*-class liners carry less cargo than the workhorse far traders, while having significantly higher operating costs. The only advantage of the class is their ability to make 3-parsec jumps, and so the occasional survivors of the class usually ply either areas of low stellar density or may key trade connections between two mains separated by a 3-parsec jump connection.

Fuel purification machinery (10.44 MW), 15.62 hours to refine 4530m³.

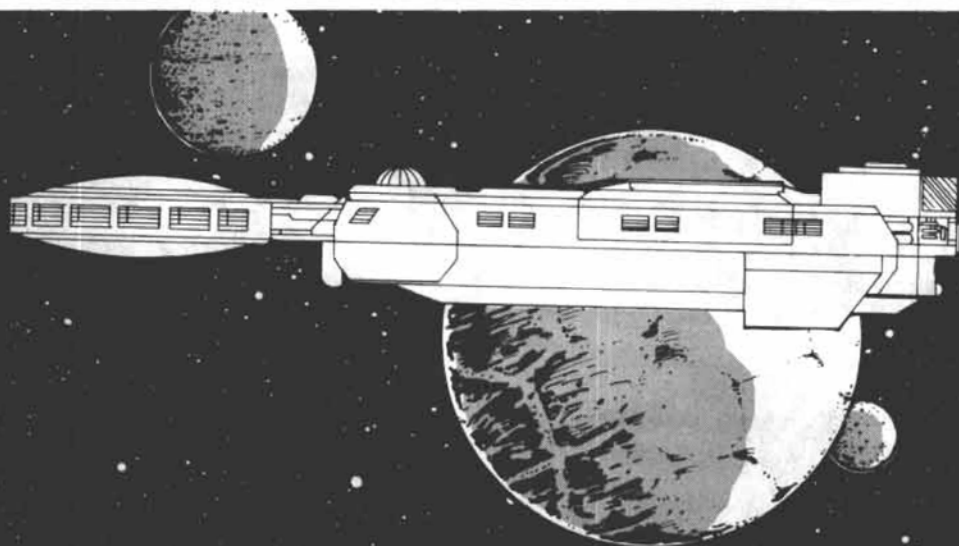
Power shortfall can be made up by powering down fuel purifier.

DAMAGE TABLES			
Area	Surface Hits	Internal Explosion	Systems
1	1-2: Ant	1-4: Elec, 5-20: Qtrs	JD-10H
2-3		Qtrs	PP-9H
4	1-2: AL	1-12: Qtrs, 13-20: Hold	CG-1H
5, 8-9, 14-15		Hold	LSR-1H
6-7	1-3: LP	Hold	SSR-(2h)
10	LP	Hold	FPP-14H
11-13		1-2: TS, 3-20: Hold	LS-3H
16-17	1: CH	1-5: Eng, 6-20: Hold	AG-2H
18		1-19: Eng, 20: Hold	ELS-2H
19-20		Eng	MD-1H
			Hangar-3H
			LT-1H
			MT-1H
			Sand-1H
			All Others-(1h)





Winged Vengeance



General Data

Displacement: 600 tons
Length: 69 meters
Price: MCr202.24
Configuration: Slab SL
Mass (Loaded/Empty): 5096.08/4441.79

Hull Armor: 10
Volume: 8400 m³
Target Size: S
Tech Level: 12

Engineering Data

Power Plant: 426 MW Fusion Power Plant (47 MW/hit), 1 year duration (30.0425 MW power shortfall)
Jump Performance: 3 (1680 m³ fuel)
G-Rating: 1G (300 MW/G), Contra-Grav lifters (60 MW)
G-Turns: 76 (120.8 using jump fuel), 37.5 m³ of fuel each
Maint: 234

Electronics

Computer: 3xTL-12 Mod St Computer (0.4 MW ea.)
Commo: 30,000km radio (1 hex; 1 MW), 1000 AU maser (∞; 0.6 MW)
Avionics: TL-10+ Avionics
Sensors: Passive EMS fixed array 30,000 km (1 hex; 0.03 MW), Active EMS, 300,000 km (10 hexes; 27.5 MW)
Controls: Bridge with 6xworkstation, plus 4 other workstations

Armament

Offensive: 2xTL-12 120-Mj Laser Turrets (Loc: 12, 13; Arcs: 2, 3, 4; 3.3 MW ea.; 1 Crew ea.), 2 Missile Barbettes (Loc: 14, 15; 2 Ready MsIs ea.; 0.15 MW ea.; 1 Crew ea.), total 4 Ready MsIs plus any stored in cargo
Defensive: 1xTL-12 Sandcaster Turret (Loc: 11; Arcs All; TL-10, 1D10x5 Reduc/Hit; 30 Cann; 1 MW; 1 Crew)
Master Fire Director: 1xTL-12 Beam/Msl MFD (4 Diff Mods; Msl 10 hexes; 10 hexes; 3.1 MW; 1 Crew)

	Short	Medium	Long	Extreme
120-Mj Laser Turret	4: 1/9-27	8: 1/6-27	16: 1/4-19	32: 1/3-9

Accommodations

Life Support: Extended (1.68 MW), Gravitic Compensators (3G; 42 MW)
Crew: 18 (2xManeuver, 1xElectronics, 4xEngineering, 1xMaintenance, 2xSmall Craft Crew, 6xGunnery, 2xCommand)
Crew Accommodations: 1xSmall Stateroom (0.0005 MW ea.), 16xLarge Stateroom (double occupancy, 0.001 MW ea.)
Cargo: 204.2 m³, one large cargo hatch
Small Craft and Launch Facilities: 10-ton Skiff in Internal Hangar (Minimal), with one launch port
Air Locks: 6

Notes

Winged Vengeance is a refitted and up-gunned version of the old *Bastien*-class subsidized liners. Weaponry has been augmented by two missile barbettes at the expense of cargo space, and the once-luxurious passenger staterooms have been reconfigured to provide additional crew quarters and space for a dozen or more Marines. The sensor suite is much improved by the addition of a high-powered and long-range active EMS unit, and combat capability is enhanced by mounting a very good master fire director. All of these modifications have additionally required the installation of a full bridge in place of the original flight deck. In a stand-up fight *Winged Vengeance* could use one or two more MFDs, but the vessel is designed as a raider rather than a combatant, and in that role she is very capable.

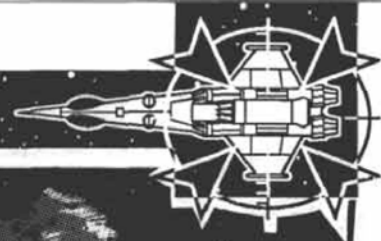
Fuel purification machinery (10.44 MW), 15.62 hours to refine 4530m³.
The 30.0425 MW power shortfall can be made up by powering down the Contra-Grav lifters.

DAMAGE TABLES

Area	Surface Hits	Internal Explosion	Systems
1	1-2: Ant	1-6: Elec, 7-20: Qtrs	JD-10H
2-3		Qtrs	PP-9H
4	1-2: AL	1-13: Qtrs, 14-20: Hold	CG-1H
5, 8-9		Hold	LSR-1H
6-7	1-3: LP	Hold	SSR-(2h)
10	LP	Hold	FPP-14H
11		1-2: Sand, 3-20: Hold	LS-3H
12-13		1-2: LT, 3-20: Hold	AG-2H
14-15		1-4: MB, 5-20: Hold	ELS-2H
16-17	1: CH	1-10: Eng, 11-20: Hold	MD-1H
18		1-9: Eng, 10-20: Hold	Hangar-3H
19-20		Eng	MB-1H
			LT-1H
			Sand-1H
			All others-(1h)



Mary Ellen Carter Armed Merchant



General Data

Displacement: 400 tons
Length: 44 meters
Price: MCr217.6
Configuration: Cylinder AF
Mass (Loaded/Empty): 4333.78/3828.99

Hull Armor: 10
Volume: 5600 m³
Target Size: S
Tech Level: 12

Engineering Data

Power Plant: 340 MW Fusion Power Plant (48.6 MW/hit), 1 year duration (1.782 MW excess power)
Jump Performance: 2 (840 m³ fuel)
G-Rating: 1G (200 MW/G), Contra-Grav lifters (40 MW)
G-Turns: 60 (93.6 using jump fuel), 25 m³ of fuel each
Maint: 201

Electronics

Computer: 3xTL-12 Mod St Computer (0.4 MW ea.)
Commo: 300,000-km radio (10 hexes; 10 MW), 1000 AU maser (∞; 0.6 MW)
Avionics: TL-10+ Avionics
Sensors: Passive EMS folding array 180,000-km (6 hexes; 0.25 MW), Active EMS 300,000-km (10 hexes; 27.5 MW)
Controls: Bridge with 9xworkstation, plus 4 other workstations

Armament

Offensive: 4xTL-12 120-Mj Laser Turret (Loc: 2,3,4,5; Arcs: 1,2,3; 3.3 MW ea.; 1 Crew ea.)
Master Fire Directors: 2xTL-12 MFD (4 Diff Mod; No Msl; 4 hexes; 1.73 MW; 1 Crew ea.)

	Short	Medium	Long	Extreme
TL-12 120-Mj Las Trt	4: 1/9-27	8: 1/9-27	16: 1/6-19	32: 1/3-9

Accommodations

Life Support: Extended (1.12 MW), Gravitic Compensators (3G; 28 MW)
Crew: 32 (2xManeuver, 1xElectronics, 4xEngineering, 1xMaintenance, 2xFlight Crew, 6xGunners, 4xCommand, 12xShip's Troops).
Crew Accommodations: 22xSmall Stateroom (0.0005 MW ea.)
Passenger Accommodations: None (space for 11 additional personnel)
Cargo: 257 m³, two large cargo hatches
Small Craft and Launch Facilities: 10-ton Launch with internal hangar (Minimal), and one launch port.
Air Locks: 4

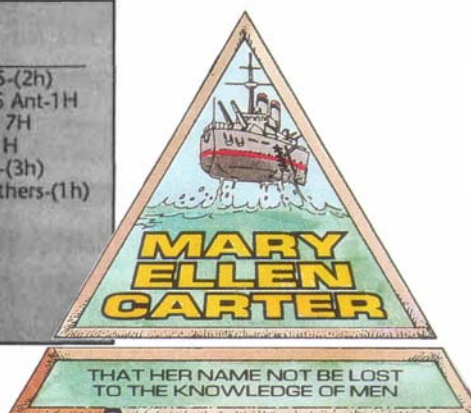
Notes

Mary Ellen Carter is one of many pre-existing starships that have been modified to perform new missions in the New Era. She was originally a standard subsidized merchant ("Fat Trader") given increased performance, sensors, and armament. The ship itself displaces 400 tons with an internal small craft, unlike the original which carried an external craft.

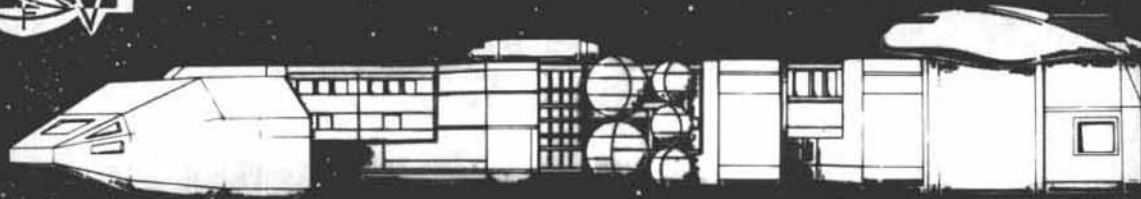
Mary Ellen Carter is the sole survivor of three such Fat Traders modified to serve the Dawn League as "exploration cruisers" in the period following the loss of the 12 original trading scouts. Like the scouts, the exploration cruisers were hasty conversions made from ships that were on hand, but this time the emphasis was on armament and survivability. As two of this type, *Lady Elise* and *Taylor the Bruce*, have already been lost or listed as missing, this type has fallen into disfavor. No further ships of this type are planned.

Fuel purification machinery (12.36 MW), 6.82 hours to refine 2340 m³.

DAMAGE TABLES			
Area (1D20)	Surface Hits	Internal Explosion	Systems
1	Ant	Elec	JD-5H
2	Ant	1-3: TS, 4-20: Qtrs	PP-7H
3	Ant	1-3: TS, 4-20: Qtrs	CG-1H
4-5	1: AL, 2-9: Ant	1-3: TS, 4-19: Qtrs, 20: Hold	AG-1H
6-9, 11-13		Hold	LT-1H
10	Ant	Hold	LS-2H
14	1-9: LP	3 Eng, 17 Hold	Hangar-1H
15		1-10 Eng, 11-20 Hold	LBth-(1h)
16-17	1-7: CH	1-10 Eng, 11-20 Hold	MD-(4h)
18-19	1-10: Ant	Eng	SSR-(2h)
20		Eng	



Reformation Coalition clipper *Thunderchild*



General Data

Displacement: 600/1080/2080 tons Hull Armor: 20
 Length: 144 meters Volume: 8400/14,000/28,000 m³
 Price: MCr749.86 Target Size: M (L)
 Configuration: Open Frame USL Tech Level: 12
 Mass (Loaded/Empty): 17,404.69/13,311.09

Engineering Data

Power Plant: 2280 MW Fusion Power Plant (50 MW/hit), 1 year duration
 Jump Performance: 2 at 2080 tons, 3 at 1560 tons, 4 at 1248 tons, 5 at 1040 tons (Fuel used per jump varies with displacement and jump distance, but is always 4368 m³ for maximum jump at current displacement.)
 G-Rating: 2 at all displacements, limited by hull construction. Divide displacement (in 14 m³ tons) by 2 to get MW needed per G of performance. No contra-grav lifters.
 G-Turns: Assuming fuel from fuel skimmer (3500 m³) and 400-ton fuel module (4722 m³), 8222 m³ fuel is available, but fuel use varies with displacement. At 2080 tons, 130 m³ fuel per G-turn. For other configurations, divide MW/G by 8 to get m³ of fuel per G-turn for current displacement.
 Maint: 630

Electronics

Computer: 1xTL-12 Mod Fb Computer (0.8 MW), 2xTL-12 Mod St Computer (0.4 MW)
 Commo: 300,000km radio (10 hexes; 10 MW), 1000 AU maser (∞; 0.6 MW)
 Avionics: TL-10+ Avionics
 Sensors: Passive EMS fixed array 120,000km (4 hexes; 0.15 MW), Active EMS 300,000km (10 hexes; 27.5 MW)
 ECM/ECCM: EM Masking (8.4 MW)
 Controls: Bridge with 18xBridge Workstation, plus 26 other workstations

Armament

Offensive: 8xTL-12 120-Mj Laser Turret (Loc: 4,5,5—Arcs: 1,2,3,4; Loc: 10—Arcs: All; Loc: 18,19,20,20—Arcs: 2,3,4,5; 3.3 MW ea.; 1 Crew ea.), TL-12 1000-Mj Meson Gun (Loc: Spinal; Arcs: 1; 27.8 MW; 5 Crew)
 Master Fire Directors: 3xTL-12 MFD (4 Diff Mods; No Msl, 10 hexes; 2.95 MW ea.; 1 Crew ea.)

	Short	Medium	Long	Extreme
120-Mj Laser Turret	4:1/2-27	8:1/2-27	16:1/2-19	32:1/2-9
1000-Mj Meson Gun	5:158	10:75	20:38	40:19

Accommodations

Life Support: Extended (1.68 MW), Gravitic Compensators (3G; 42 MW)
 Crew: 85: 26xEngineering, 2xElectronics, 2xManeuvering, 16xGunners, 7xMaintenance, 18xFlight Crew, 11xCommand, 2xSteward, 1xMedical
 Crew Accommodations: 20xSmall Stateroom (double-occupancy; 0.0005 MW ea.). Additional accommodations for crew contained in 100-ton auxiliary quarters module.
 Passenger Accommodations: None, but additional quarters modules may be added.
 Cargo: 149 m³, plus cargo modules, one small cargo hatch
 Small Craft and Launch Facilities: External grapples (USL) for 50-ton Cutter, 30-ton craft, 1x400-ton fuel skimmer, and 4x100-ton, 1x200-ton, and 1x400-ton auxiliary modules.
 Air Locks: 6

Notes

Clipper carries no fuel of its own. All reaction mass and jump fuel carried in *Manta*-class fueler and fuel modules. Listed price does not include *Manta*, but *Manta*'s loaded mass is included with the clipper's loaded mass, along with loaded mass of one modular cutter and one 30-ton boat (which account for the extra 80 tons of displacement). Price and mass does not include any modules, although clipper is typically fitted at least with one 100-ton auxiliary quarters module and a 400-ton fuel module. The fuel module carries 4722.4 m³ of fuel, plus fuel purification machinery (9.9 MW) sufficient to purify that amount in 17.17 hours.

Thunderchild is a "Group III" clipper, one of the later models with recovered higher technology jump drives.

Fully loaded clipper only has an actual target size of medium (M), but because its laser turrets are all mounted on turret extenders, it is treated as a large (L) target when being scanned by active sensors.

On the damage table, modules A, B, C, and D are 100-ton modules, module E is a 200-ton module, and module F is a 400-ton module, almost always a fuel module.

When clipper is empty, treat as Open Frame for purposes of hit location and fire arcs. When loaded with any modules, use Close Structure. When *Manta* is not docked, treat hits on areas 12, 13, 16, and 17 as a surface hit on its 400-ton grapple, then reroll for interior hit location on 1D10+10.

For hits on fuel module, use 1-18: Fuel, 19-20: Fuel Purification, with FP-13H. Hits on a 100-ton quarters module are treated as SSR hits, there are 43 such rooms. Other locations should be handled abstractly as cargo.

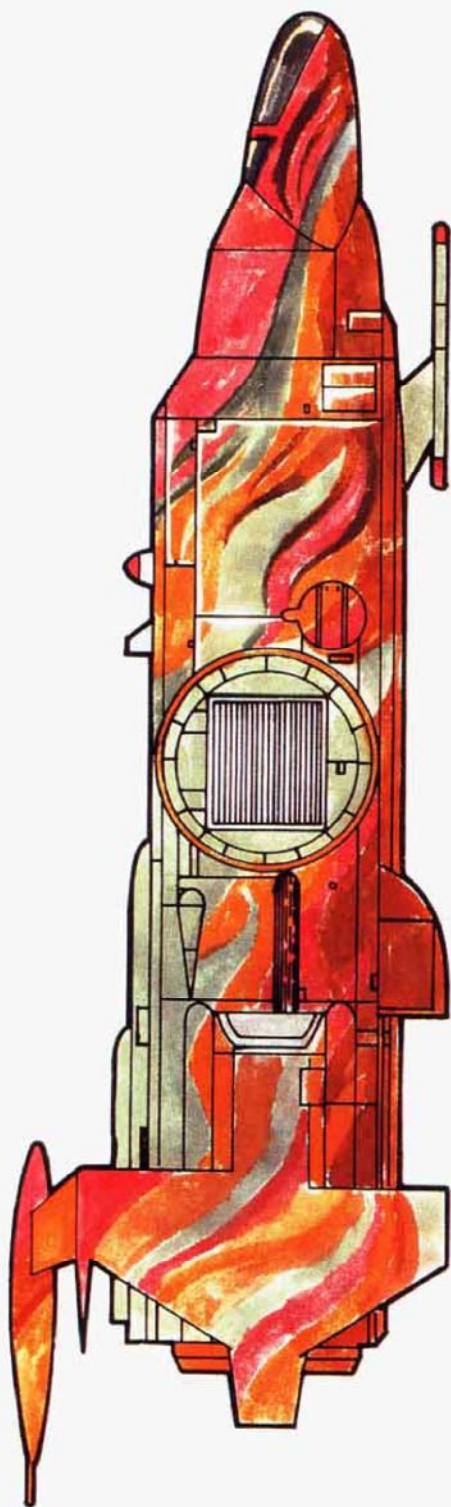
For more detailed information on the variety of modules available to Reformation Coalition clippers, consult the Reformation Coalition Equipment Guide, pages 132-135, and Challenge 74.

DAMAGE TABLES

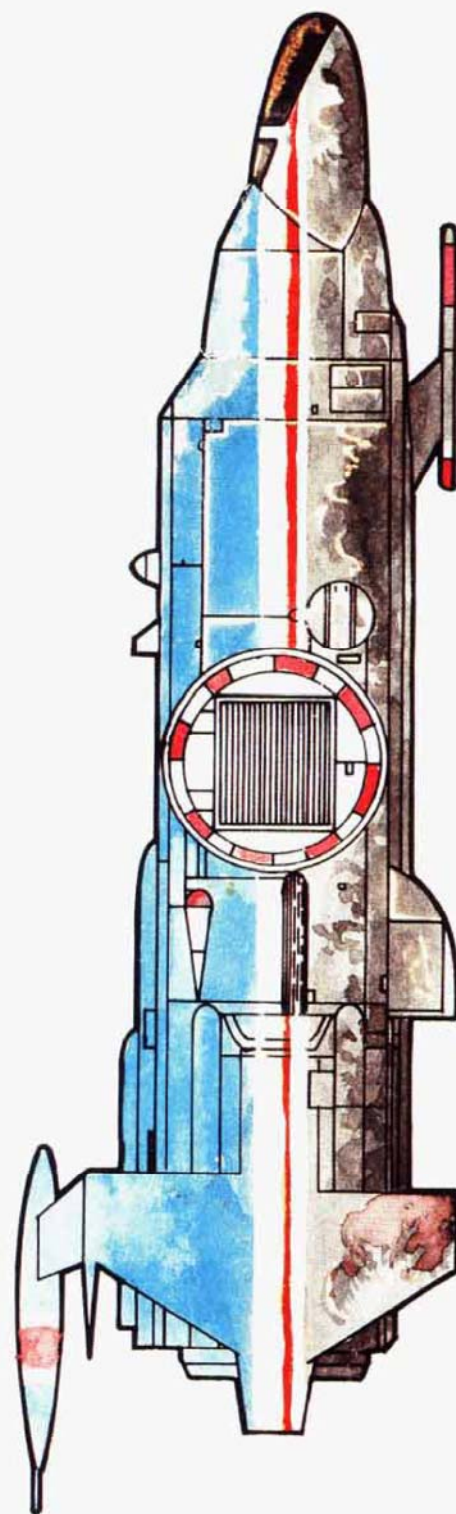
Area (1D20)	Surface Hits	Internal Explosion	Systems
1	Ant	1-4: MG, 5-11: Elec, 12-20: Hold	AEMS-(2h)
2	30-ton Craft	1-5: MG, 6-10: Qtrs, 11-20: 100-ton Module B	MG-16H
3	30-ton Craft	1-5: MG, 6-10: Qtrs, 11-20: 100-ton Module A	JD-27H
4	1-10: Ant	1: LT, 2-4: Elec, 5-9: Grapple, 10: Qtrs, 11-20: 100-ton Module B	EMM-1H
5	1: CH, 2: EMMR, 3-12: Ant	1: LT, 2: LT, 3-4: Elec, 5-9: Grapple, 10: Qtrs, 11-20: 100-ton Module A	PP-46H
6, 8	1-10: Module C, 11-20: Module E	1-10: 100-ton Module C, 11-20: 200-ton Module E	AG-2H
7, 9	1-10: Module D, 11-20: Module E	1-10: 100-ton Module D, 11-20: 200-ton Module E	MFD-1H
10	50-ton Craft	1-9 Meson Gun, 10: LT, 11-18: Module Grapple, 19: 30-ton Grapple, 20: 50-ton Grapple	SSR-(2h)
11, 14-15	Module F	Module F	LS-7H
12-13, 16-17	Manta Surface	Manta	ELS-4H
18	1-10: Module F	1-10: Fuel Module, 11: LT, 12: 400-ton Grapple, 13-20: Eng	MD-2H
19	1-10: Module F	1-10: Fuel Module, 11: LT, 12-20: Eng	LT-1H
20		1: LT, 2: LT, 3-20: Eng	All Others-(1h)
			EMMR-(8h)
			30-ton Grapple-1H
			50-ton Grapple-1H
			100-ton Grapple-2H
			200-ton Grapple-2H
			400-ton Grapple-6H



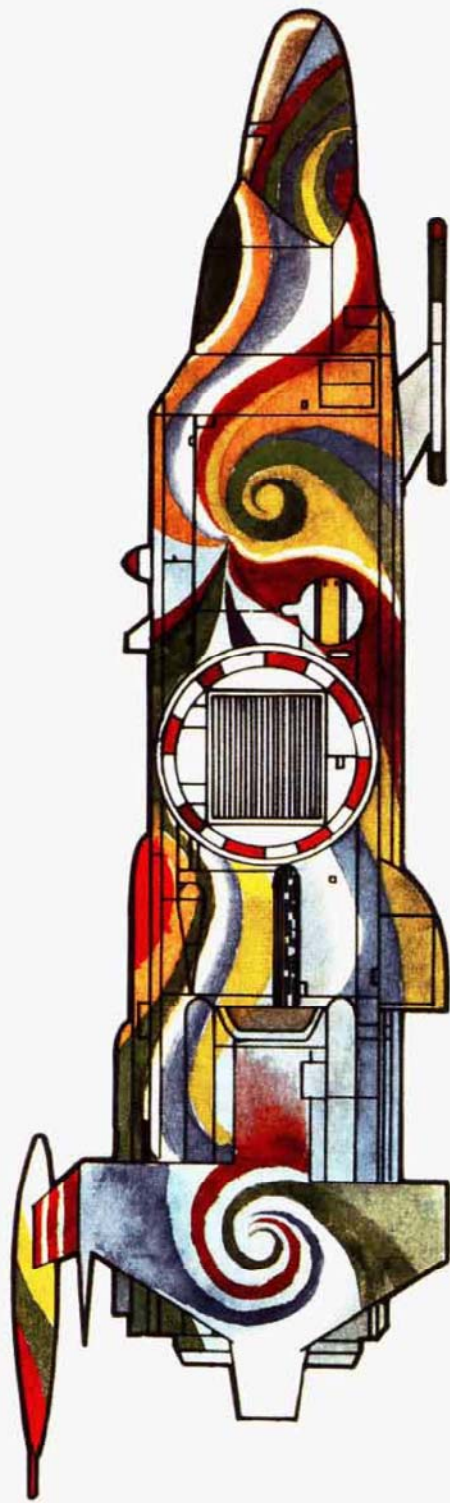
RELUCTANT EXPLORER



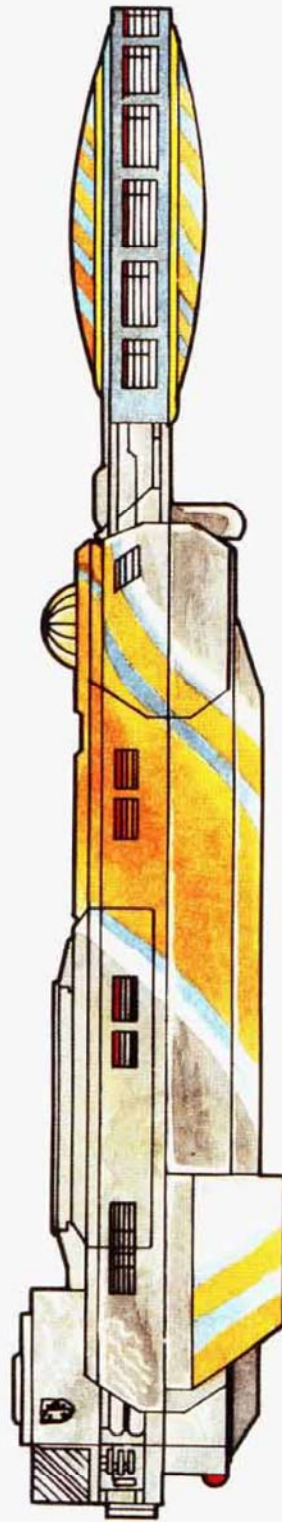
MERGANSER



RMS HARBINGER

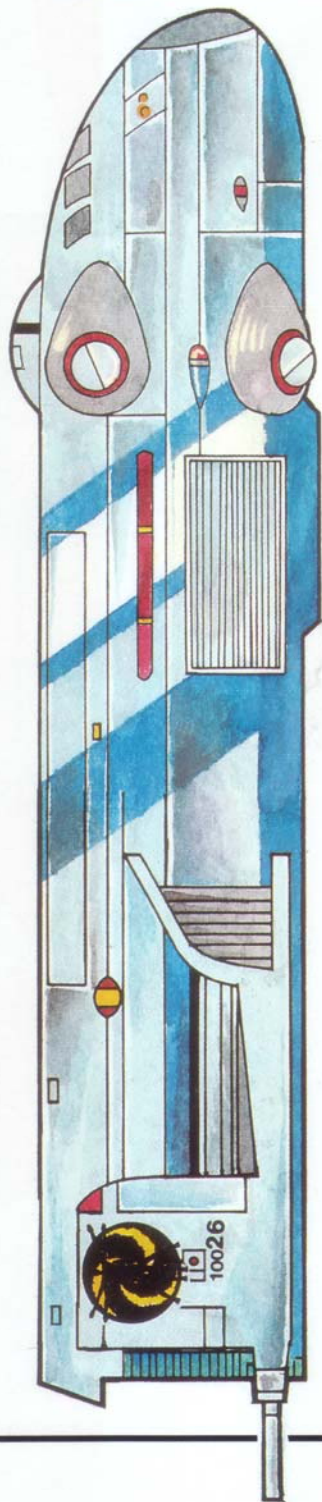
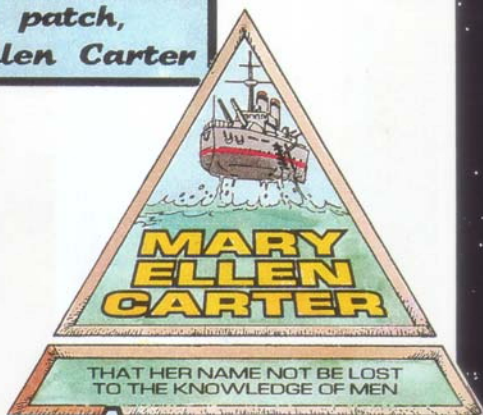


ANUNNAKI

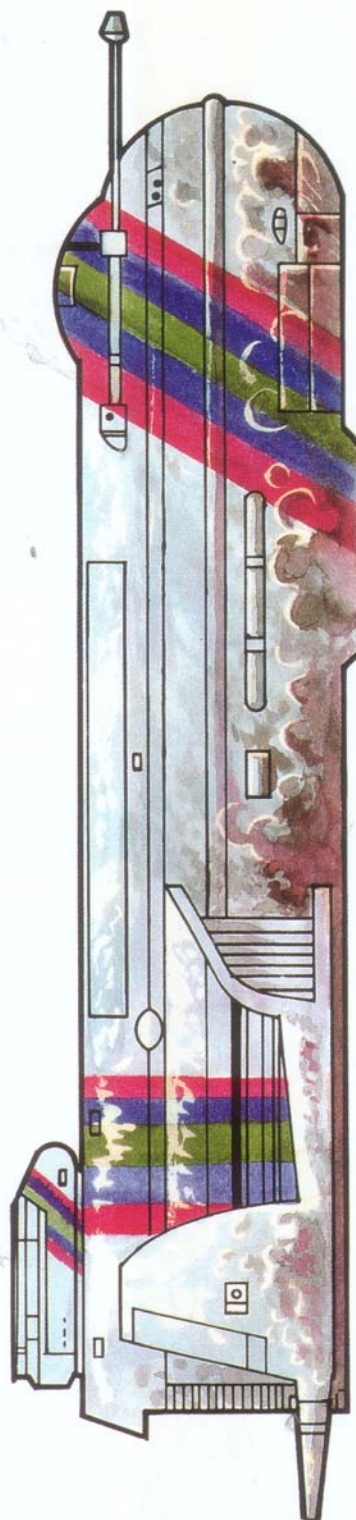


MARY ELLEN CARTER

Ship's patch,
Mary Ellen Carter

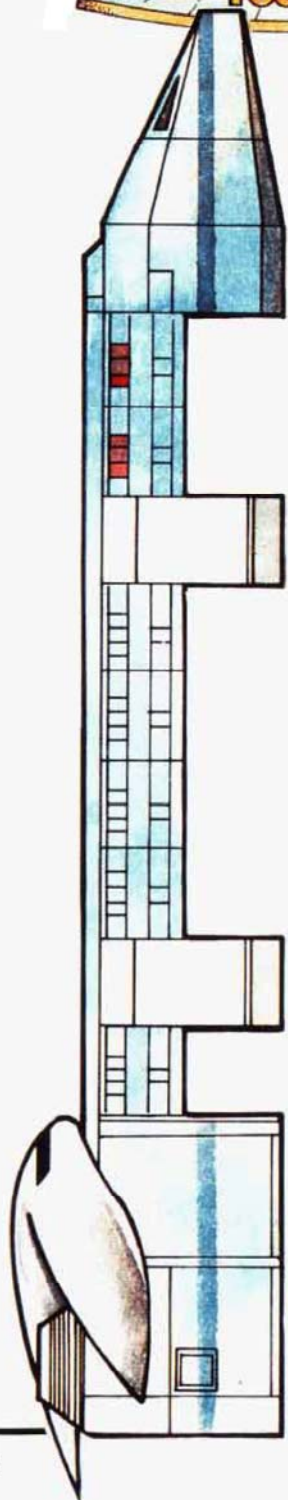
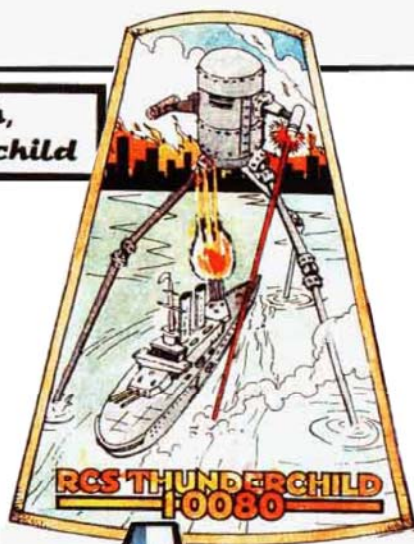


SILVANUS



RCS THUNDER CHILD

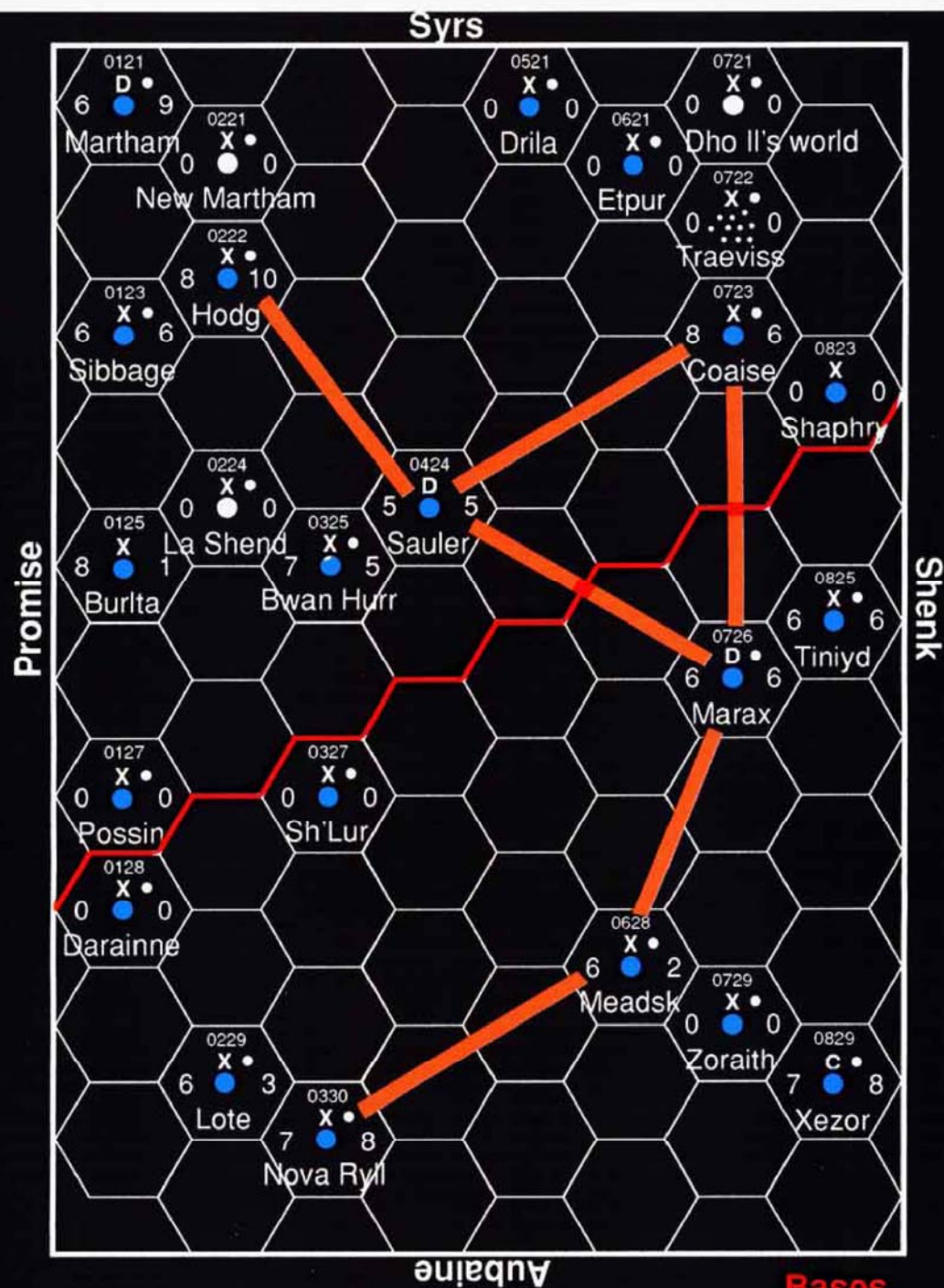
Ship's patch,
RCS Thunderchild



WINGED VENGEANCE

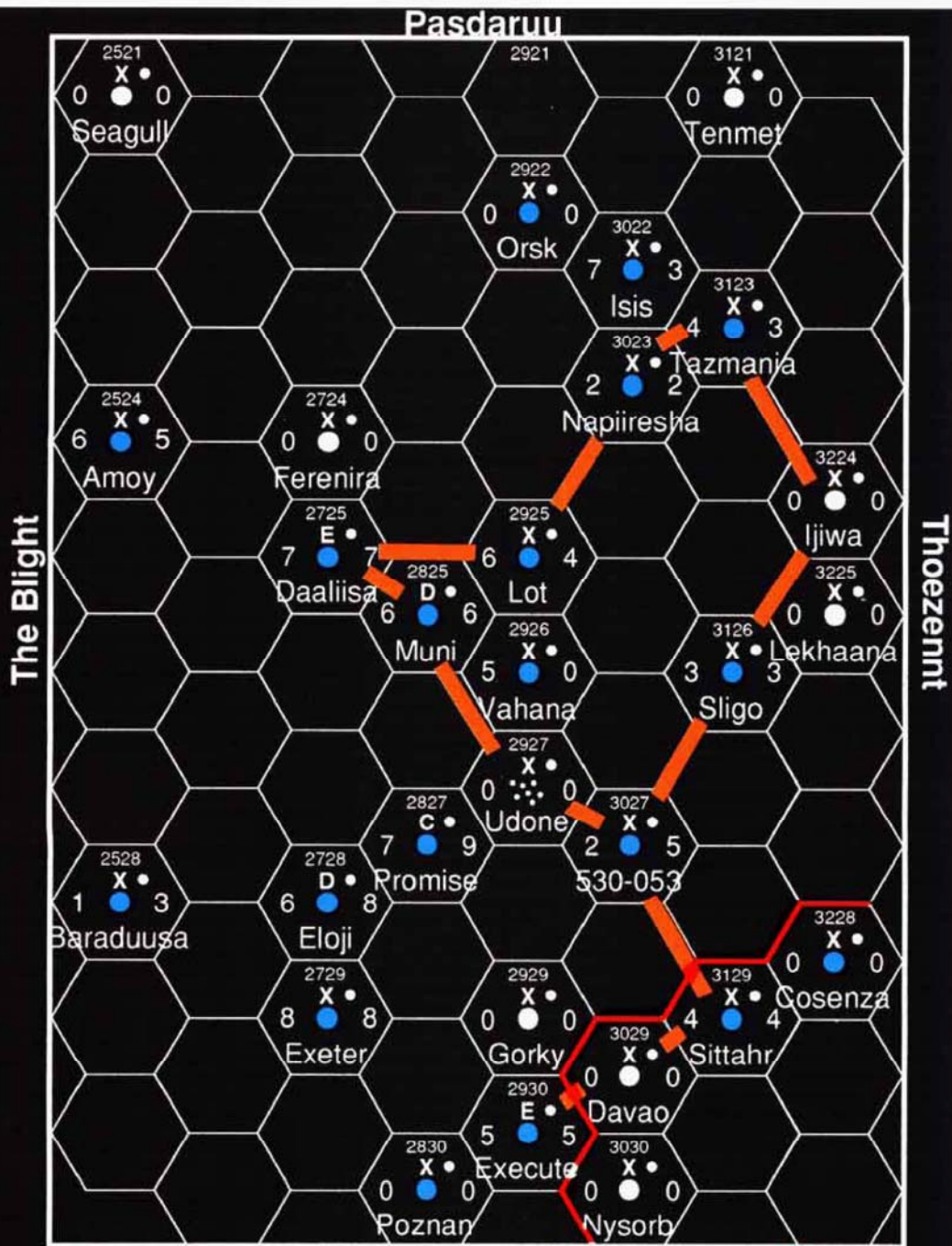


Thoezennt



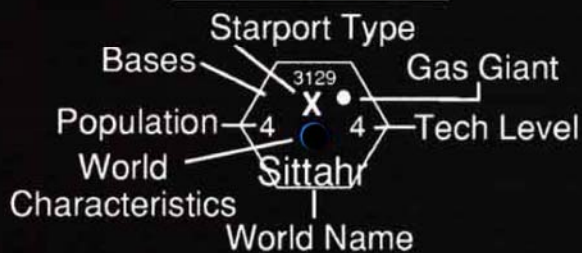
Normal trade and patrol route of Anunnaki

Promise



Normal trade route of RMS Harbinger

MAP LEGEND



Population

Secundus
under one billion

PRIMUS
over one billion

Bases

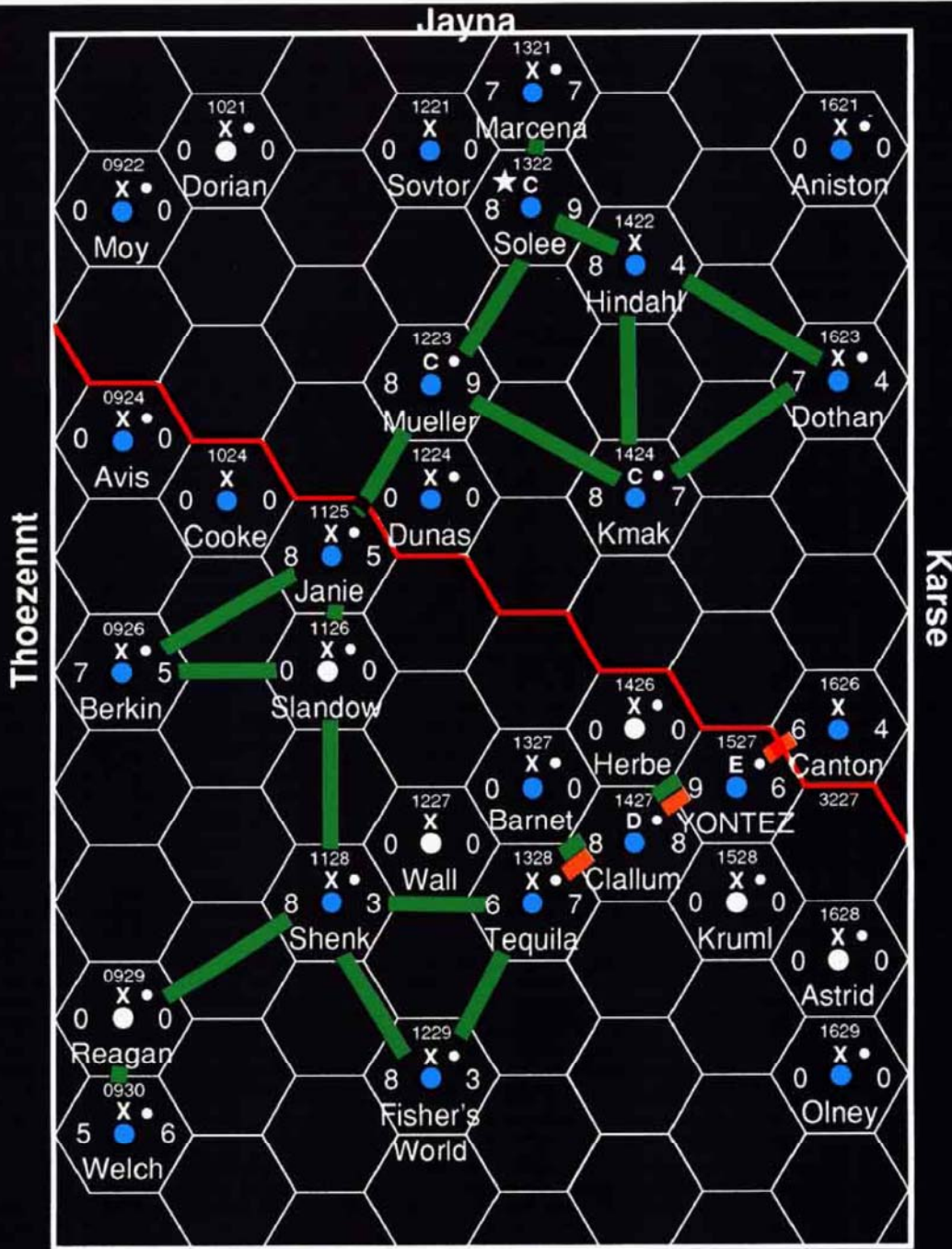
- ★ Naval Base
- ▲ Scout Base

World Characteristics

- No Water Present
- Water Present
- Asteroid Belt



Shenk



Normal trade route of Silvanus
Normal trade route of Merganser

MAP LEGEND



Population

Secundus
under one billion

PRIMUS
over one billion

Bases

- ★ Naval Base
- ▲ Scout Base

World Characteristics

- No Water Present
- Water Present
- Asteroid Belt



Khuliam

Madoc

Aubaine



MAP LEGEND

Starport Type

Bases

Population

World Characteristics

World Name

Gas Giant

Tech Level

Montezuma

Population

Secundus
under one billion

PRIMUS
over one billion

Bases

- ★ Naval Base
- ▲ Scout Base

World Characteristics

- No Water Present
- Water Present
- Asteroid Belt

AO Boundary



All of the ships detailed in this book are represented by scale models produced by the RAFM company, either currently in the line or due to be released soon. GDW and RAFM have worked together to make sure that these models are faithful in every important detail to the original Traveller™ ship designs. Cast to constant scale of 1:1200, we believe that they are the best starship miniatures available on the market. Additional designs will be appearing at regular intervals. Write GDW or RAFM with suggestions for additional ships to model.

RAFM
19 Concession Street
Cambridge, Ontario
CANADA
N1R 2G6

Chapter 3



Coalition Personnel





Sergeant Lucinda
"Lucky" Borga



Lance Corporal
eeCHEEda "Squeegee"
Strongheart



Agent Shaterika
Gwynnyd



Philmore Drinkwater



Rowani Da-Sung



Khalid Kentaro



Professor Ililek
Kuligaan



Gustav "Ratso"
Ramirez

CHAPTER 3: COALITION PERSONNEL

This chapter covers the rank and file of the Reformation Coalition, the people who make it work. Most of them are actually military or bureaucratic personnel in the official employ of the government. Others, such as Da-Sung, have more informal connections to the government, while Ramirez is actively engaged in attempting to overthrow at least part of it.

These are almost all recurring, supporting characters, the familiar faces (friendly or not) that make the Coalition seem like home. In some cases, they will have very little to do with the business end of an adventure. Goodwrench, for example, will usually be encountered only at the beginning and end of one, before or after all of the action is resolved, and Drinkwater will probably be encountered under similar circumstances. Other characters, such as Lucky and Squeegee, are more likely to be involved in the action of the adventure itself.

STAR VIKINGS

Personalities



Lucinda "Lucky"
Borga



Lucinda "Lucky" Borgia, Age 28 in 1201

Occupation: Coalition Marine Sergeant

Attributes

STR: 8	INT: 4
AGL: 8	EDU: 3
CON: 6	CHR: 6
SOC: 2	

Background: Born 17/IV/1173 on Baldur. In 1189, she joined the Balduri Marines using falsified birth documents (she was only 16 at the time), and has been a serving Marine ever since. In 1199, she transferred to Dawn League service and in 1200 was assigned to DLS *Ashtabula*. When the RCMC was formed, she was recruited by her former commander on *Ashtabula*, Hammer Lathrop, and became part of the cadre of the III Brigade. She has been on four raids since then, and was recently promoted to sergeant. She is currently a squad leader in a company of heavy infantry specializing in meteoric assault.

Borga's parents are both still alive on Baldur, and she has one sister on Baldur who is a technician. Borga has recently become engaged to another member of the RCMC, Staff Sergeant Bruno "Slap Shot" Bijlandt, but both plan to delay their marriage until 1204 when their current terms of enlistment are up.

Career Path

1189-1192	Joined Balduri Marines, promoted Private First Class
1193-1196	Promoted Lance Corporal
1197-1200	Transferred to the RCMC, Promoted Corporal
1201	Promoted Sergeant

Initiative: 5

Combat Assets: Armed Martial Arts (Large Blade) 1/9, Autogun 2/10, Energy Weapon (Rifle) 1/9, Grenade Launcher 1/9, Slug Weapon (Rifle) 6/14, Tac Missile 1/9, Unarmed Martial Arts 4/12

Other Assets: Acrobatics 2/10, Carousing 1/7, Computer 0/3, Climbing 1/7, Environment Suit 5/11, Ground Vehicle (Wheeled) 0/8, High-G Environment 1/7, Instruction 1/7, Leadership 2/8, Mechanic 1/9, Parachute 3/9, Pilot (Interface/Grav) 1/9, Stealth 4/12, Willpower 5/9

Appearance: Borga is below average in height (only about 1.6 meters tall) and stocky, as is common among Balduri, but is in excellent physical condition, as she works out with weights regularly and runs several miles a day. She has the broad, open face and well-defined features common to Balduri as well, and she usually has a serious, business-like expression. Borga is almost always found in uniform while on duty (usually an RCES body sleeve and RCMC field jacket) or conservative casual sports clothes off-duty.

Personality: As is common among Balduri, Borga is extremely serious-minded, particularly concerning matters of life and death. She never jokes about combat, makes extravagant boasts, or tells hair-raising tales to new recruits. She never smiles simply to be polite (again as is the custom on Baldur), and instead smiles only when amused or genuinely delighted, as when reunited with an old friend or family member.

Borga seldom makes jokes of her own, the one exception being her gentle kidding of newly minted Lieutenants. While she invariably calls her commanding officers "Skipper," she tends to call junior lieutenants "Skippie."

Borga is neither highly intelligent (in the normal sense of the term) nor well-educated, but she has extraordinary common sense. She has an excellent ability to quickly and accurately take the measure of people and of developing situations. Her advice is given sparingly, but is always worth listening to.

Motivation

Heart Jack: Lucky has the wisdom that comes from a clear understanding, on virtually an instinctive level, of herself and the world around her. She knows when to take advice and when to give it, and when she does offer it, player characters will be much better off if they learn to pay attention to it.

Club 6: Balduri society does not tend to produce people easily intimidated by much of anything, and Lucky is no exception to that rule. She is a Marine veteran, with as many combat jumps to her credit as anyone in the Service, and she has no hesitation about using violence when the situation requires it.

Refereeing Lucky: Borga will be encountered almost exclusively as part of a Coalition-backed mission requiring the application of military force. As an expert in meteoric assaults, Borga is likely to be assigned to a mission necessitating that method of attack, but she is an accomplished Marine capable of successfully executing a variety of missions. If a mission requires several Marine reinforcements, most of Borga's squad is likely to be sent as well, and they will function as a very closely knit and effective unit.

Possessions: Borga wears an engagement ring on the fourth finger of her left hand, but has few other personal possessions which are important to her. Her preferred weapon in combat is the 4mm gauss rifle, although she is also qualified on the Coalition's 4.3cm uncompensated plasma rifle (used with battle dress).

Quotations:

"You better keep your head down, Skippie, or we're gonna have to put in for a new Lieutenant."

"We got two rules here: everybody jumps, everybody comes home."

"Skippie, we can all hear you on the tacnet, so stop waving your damned arms around unless you want a crunch gun slug through your visor. They get extra points for officers."

"Stop yackin' and start packin'. We got a jump, and it's a hot one."

"Damn! Okay, somebody pick up the Lieutenant and check for a pulse."

Hit Capacity

Head: 12

Chest: 42

Other: 28

Wt: 65 kg

Load: 42 kg

Throw Range: 32 meters

Unarmed Combat Damage: 3

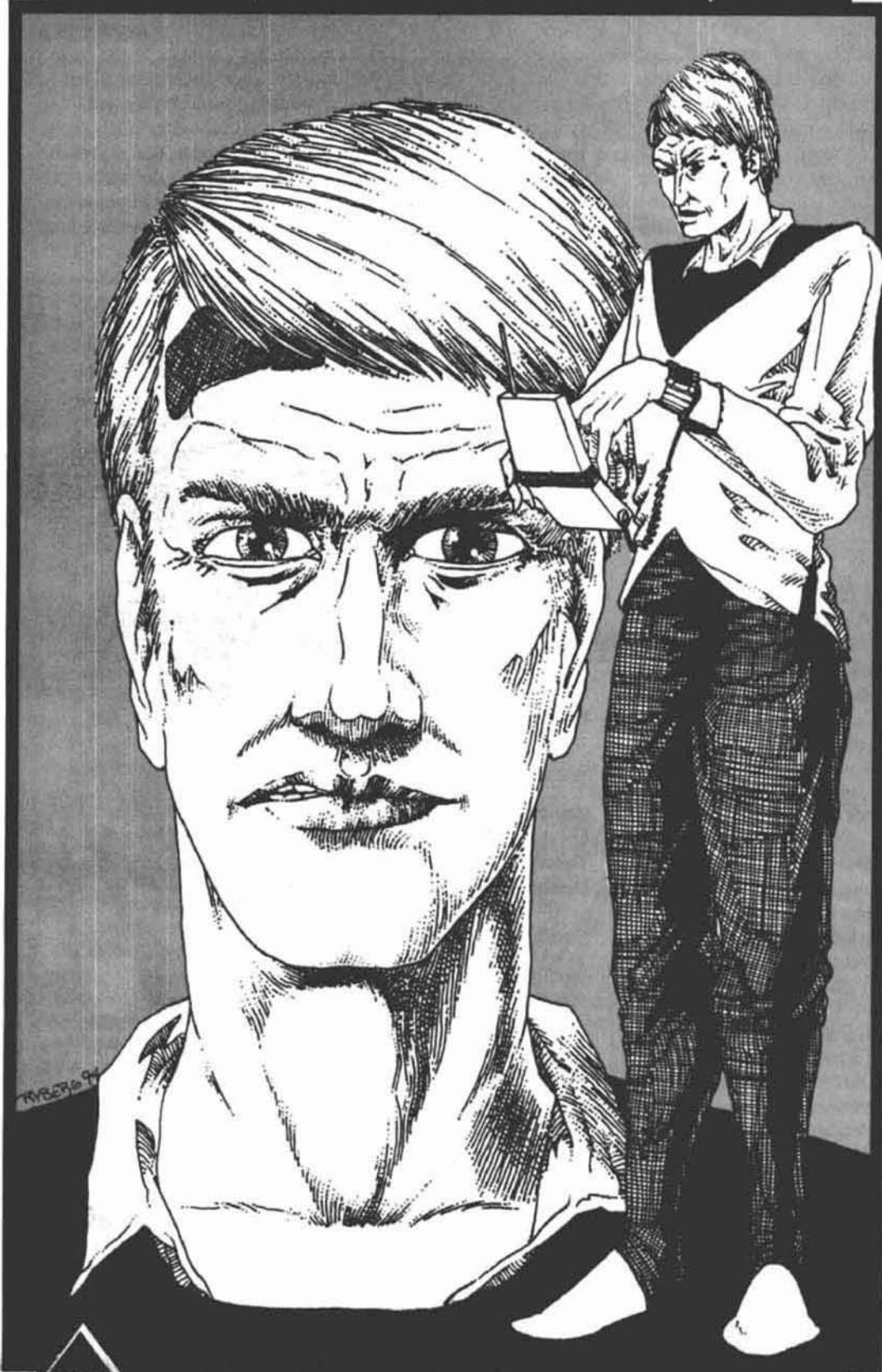
Contacts: 3 Military

STAR VIKINGS

Personalities



Philmore Drinkwater



Philmore Drinkwater, Age 28 in 1201

Occupation: Auction appraiser

Attributes

STR: 3	INT: 4
AGL: 3	EDU: 9
CON: 9	CHR: 1
SOC: 7	

Background: Born 17/XI/1172 on Fija. Philmore was the first of two children to a career civil servant. Drinkwater attended the University of Argonelle on Fija where he mastered in accounting and, upon graduation, entered the Fijan civil service. Since the beginning of Auction he has been a successful, if officious and annoying, appraiser. He currently is employed by the RCSA and moves from auction world to auction world conducting spot inspections and appraisals.

Drinkwater is married and has one young son. His parents are deceased but his brother is still alive and employed as an accountant on Fija.

Career Path

1189-1192	Undergraduate University
1193-1196	Bureaucrat
1197-1200	Bureaucrat

Initiative: 1

Combat Assets: None

Other Assets: Admin/Legal 6/15, Bribery 1/2, Climbing 2/11, History 1/10, Interrogation 4/5, Marketing 3/12, Observation 4/8, Riding 2/11, Robotics 1/10, Service 1/2, Small Watercraft 2/9, Swimming 5/14

Appearance: Drinkwater is extremely tall and slender, with an awkward, ungainly look. His movements are nearly graceless and he often trips over hatch lips or cracks his forehead on the overheads. He always dresses conservatively in a business suit and is impeccably groomed. He is sharp-featured and usually has a look of disdain, particularly if confronting player characters for the second or third time.

Personality: Aside from being the archetypical fussy little Fijan twit, Drinkwater is an insufferable snob, and looks down his prominent nose at anyone engaged in field work. Although well-educated, he is not particularly intelligent, and so has difficulty understanding explanations of actions which do not follow established procedures exactly. Once confused, he will become suspicious of whoever is offering the explanations and begin looking for signs of fraud or other criminal activity.

Motivation

Spade Jack: Drinkwater is extremely pompous, infuriatingly so. He clings stubbornly to any and every symbol of authority or superiority available to him, and is a stickler for dotting every "i" and crossing every "t."

Spade 5: Drinkwater is convinced that he is insufficiently appreciated by his superiors and that he is destined for greater work. He is constantly alert to situations which will enable him to advance his own career.

Refereeing Drinkwater: The player characters will probably meet Drinkwater for the first time at or in preparation for auction. He may be assigned to appraise their cargo or inspect it for contraband. Any questions that elicit involved, complicated answers will confuse him and make him suspicious. Drinkwater of course believes himself to be extremely intelligent, and so will invariably think that he has "outwitted" the player characters by finding some imagined evidence of wrongdoing. Failing to do so (or if their explanation by higher authorities is believed), Drinkwater will remember them and reinvestigate them whenever he happens to encounter them again, imagining them to be master criminals still engaged in an elaborate scheme.

If he does not slip into this delusion, either because of the circumstances of the campaign or the desires of the referee, he will nevertheless be an officious, stuffy, annoying nuisance whenever encountered.

Possessions: Drinkwater is never armed, and usually carries only a very compact computer and short-range pocket communicator.

Quotations:

"No, no, no. This will never do."

"You think you've gotten away with it, don't you? But you haven't fooled me. Sooner or later you'll make a mistake, and when you do, I'll be there waiting."

Hit Capacity

Head: 18
Chest: 36
Other: 24

Wt: 80 kg

Load: 36 kg

Throw Range: 12 meters

Unarmed Combat Damage: 1

Contacts:	4 Government
	1 Academic

STAR VIKINGS

Personalities



Rowani Da-Sung



Rowani Da-Sung, Age 41 in 1201

Occupation: Businesswoman, and Oriflammen junior technarch

Attributes

STR: 5	INT: 7
AGL: 3	EDU: 10
CON: 3	CHR: 6
SOC: 9	

Background: Born 30/III/1160 on Oriflamme. Her undergraduate work at the Nemyer Refounded University (NRU) was in economics, followed by law school. Upon graduation, she entered corporate service instead of practicing before the bar, however, and began her slow but steady rise up the corporate ladder. She is now a major upper-middle manager of Daishow Trust, one of the larger Oriflammen feudal holdings, and has recently acquired capital shares of her own, finally establishing her as a technarch. Despite the possibility of establishing her own separate organization, she devotes the majority of her time to Daishow's affairs, serving as a key liaison with many of the trust's operations outside of Coalition Space.

Da-Sung is unmarried and has no surviving immediate family.

Career Path

1177-1180	Undergraduate University
1181-1184	Law School
1185-1188	Manager
1189-1192	Manager
1193-1196	Manager
1197-1200	Manager

Initiative: 1

Combat Assets: Slug Weapon (Pistol) 1/6

Other Assets: Act/Bluff 4/10, Admin/Legal 4/14, Bargain 2/8, Bribery 3/9, Computer 0/10, Environment Suit 1/4, Ground Vehicle (Wheeled) 0/3, History 2/12, Interrogation 2/8, Language (Hiver 3/9), Leadership 1/7, Liaison 1/7, Marketing 4/14, Observation 2/12, Persuasion 4/10, Research 3/10, Streetwise 4/11, Willpower 0/7

Appearance: Da Sung is a severe-looking person, hard-featured and cold-eyed. She is of average height, slightly heavy from lack of exercise, and usually dresses in conservatively tailored business suits in subdued colors. Her hair is graying at the temples. There are hard lines around her eyes and mouth, and she looks older than her years.

Personality: Da-Sung is the epitome of what critics see as the worst aspects of the Oriflammen feudal technocracy. She is the product of a privileged class and is driven by the need to amass personal wealth at whatever cost to others. She has very little regard for non-Oriflammen citizens of the Coalition and positive contempt for those living in the Wilds. (Although she would never consider using a term as vulgar as "zipper" to describe them, her attitude is the same as in the most bigoted Oriflammen grunt occupying Spencer.)

Da-Sung is also no stranger to violence and, although she never allows her own hands to get dirty, has no hesitation in ordering a violent solution to an annoying or inconvenient problem.

Motivation

Diamond 9: Da-Sung is consumed with greed. The pursuit, acquisition, and accumulation of material wealth are her principal pursuits and only real passions, and that is the defining characteristic of her personality.

Club 4: Da-Sung is not intimidated by violence, as she knows that violence must often be used in the course of business. She neither likes nor dislikes it; she simply accepts it as a given.

Refereeing Da-Sung: The player characters will, in all likelihood, encounter Da-Sung as a patron who hires them to carry out a specific assignment, probably to a world in the Wilds. In these assignments she will not haggle over pennies, and is likely to meet any reasonable price the characters demand. She is very result-oriented, and if a job needs doing she will gladly pay the money necessary to get it done right. She is also unlikely to deceive or double-cross the characters (again provided they are successful), as having them available to do all the other odd jobs that come along will be more valuable than cheating them out of one mission's fee.

Eventually, the characters are likely to break with Da-Sung, either because they fail on a mission or (more likely) they become disgusted with her increasingly rapacious schemes. When that happens, Da-Sung is likely to become a major adversary.

Possessions: By player character standards, Da-Sung is wealthy beyond most dreams of avarice.

Quotations:

"It's a pleasure to see you all again. I have a job for you, if you're interested, and this one should be much less dangerous than the last time."

"I'm sorry it has to end like this. You were very valuable to me for a time."

"I swear, this time you've interfered with my plans for the last time!"

Hit Capacity

Head: 6

Chest: 24

Other: 16

Wt: 73 kg

Load: 24 kg

Throw Range: 20 meters

Unarmed Combat Damage: 1

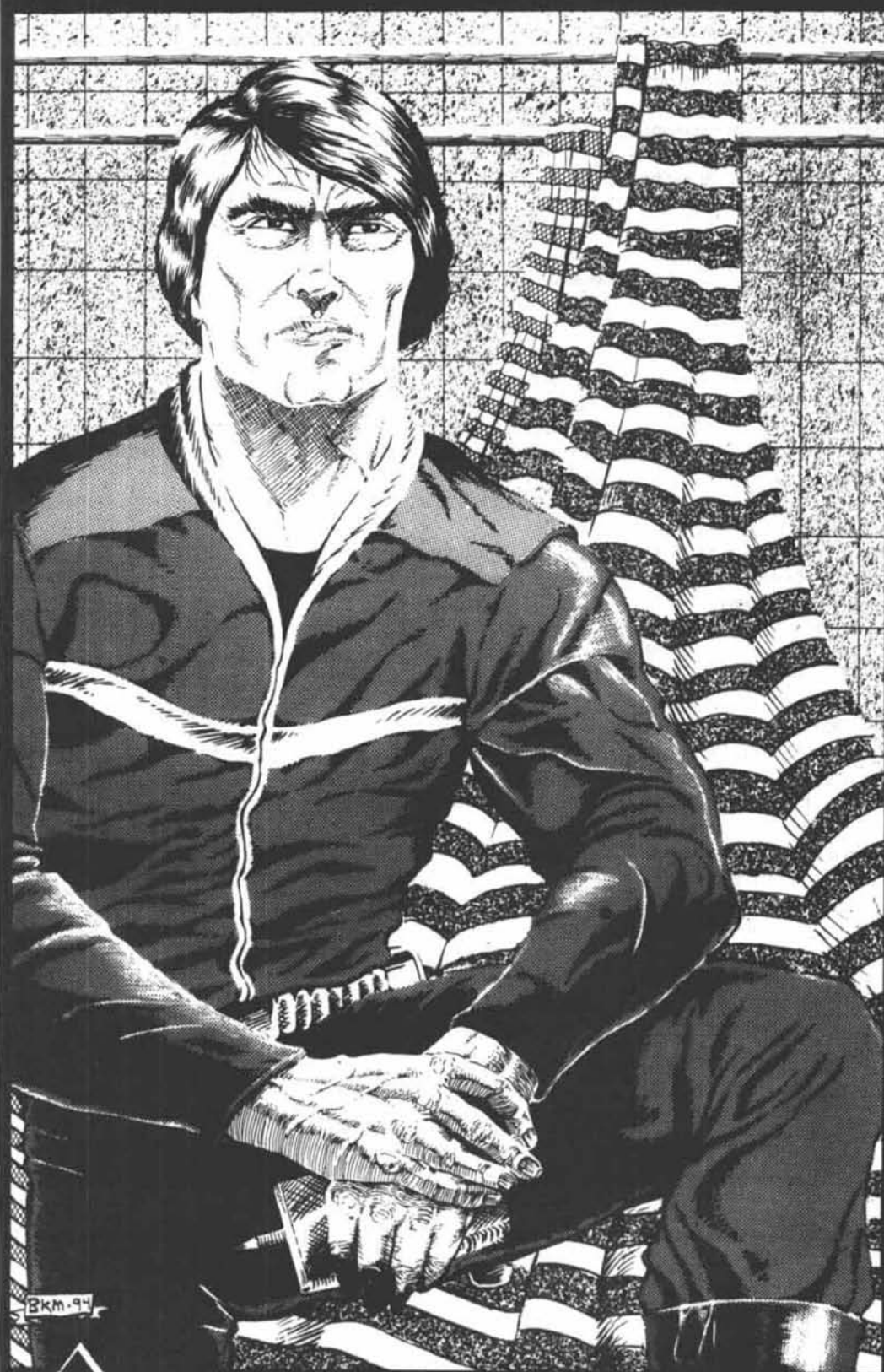
Contacts:	3 Business
	2 Government
	1 Academic

STAR VIKINGS

Personalities



Khalid Kentaro



Khalid Kentaro, Physical Age 37 in 1201, Calendar Age 91

Occupation: Remnant Advisor

Attributes

STR: 6 INT: 9
AGL: 9 EDU: 13
CON: 11 CHR: 8
SOC: 1

Background: Khalid Kentaro was born on Aaneru (2430/Diaspora) in 1110, seven years into the Rebellion and 20 years before Virus' unleashing destroyed the Imperium more completely than any "Final War." Growing up in Aaneru's sprawling spaceport, Khalid ran afoul of the law one too many times and signed on the far trader *Perpetual Callisto* only days before the police would have come for him. *Perp-C*, as her crew called her, was old and decrepit, and when Virus struck, was one of the precious few ships to escape its wrath.

The crew of *Perp-C* witnessed what must have seemed the end of civilization. In orbit above Clersor (0413/Old Expanses), they could do nothing but watch as a planetwide life support system opened its valves to vacuum.

As he saw that scene replicated in countless other planets, Khalid came to the realization that someone would have to remember what had happened for future generations. He began collecting all the hard data he could carry. He also began searching for the drugs he knew he would need to survive long enough for his data to be useful again.

A few years after working aboard *The Shining Brightly*, he jumped ship and signed aboard the corsair *Sanctuary Negation*. The techniques he had to employ to acquire the anagathics did not bother Khalid. His ruthlessness was rewarded when he took over the captaincy unopposed by anyone on the crew, only to betray them later to the authorities to acquire a job with the Unity of Promise.

Ostensibly gathering sensitive information from nearby worlds for that government gave Khalid the freedom to move about in the pursuit of more anagathics and more of his ever-expanding library of any information that could be saved.

However, the collapse of the Unity of Promise under the first wave of migrating vampire fleets in 1156 forced Khalid to flee. For more than a decade, Khalid would live on the run before beginning yet another career, this time as a bounty hunter for the mercantile group on Gegaasha (1021/Diaspora) which later became the Guild.

Hunting fugitives across a dozen worlds also gave Khalid the mobility he needed to search for more anagathics. A close call with a fugitive with a plasma rifle in 1167 was sufficient warning to encourage him to find safer work aboard *Deacon Blues* out of Gegaasha.

By 1184, however, he was finding himself increasingly at odds with the Guild leadership and so left service as a merchant and became a freelance roving journalist, selling tape feeds from starport to starport. Eventually he became a key figure in the Free Trader Network, and through it came into contact with the Dawn League.

Kentaro sees the Dawn League and its successor, the RC, as a worthy recipient of his expertise. The RC's goals precisely reflect the reasons he has been collecting and preserving knowledge all his life, and he has willingly accepted his role as an advisor on relic technology for the Reformation Coalition.

Career Path

1127-1131	Spacehand aboard the Far Trader <i>Perpetual Callisto</i>
1132-1135	Second Mate, Far Trader <i>Perpetual Callisto</i>
1136-1139	Second Mate, Free Trader <i>The Shining Brightly</i>
1140-1143	Crewmember, Corsair <i>Sanctuary Negation</i>
1144-1147	Captain, Corsair <i>Sanctuary Negation</i>
1148-1155	Undercover Agent for the Unity of Promise
1156-1167	Criminal, Unaffiliated
1168-1175	Bounty Hunter
1176-1183	Spacehand aboard Guild Trader <i>Deacon Blues</i>
1184-1195	Roving Journalist
1196-1199	Joins Dawn League as Advisor
1200+	Remnant Advisor for Reformation Coalition

Initiative: 6

Combat Assets: Grenade Launcher 1/7, Archery 1/7, Unarmed Martial Arts 3/9, Armed Martial Arts 4/10, Slug Pistol 4/10, Energy Rifle 5/14

Other Assets: Act/Bluff 2/10, Administration 2/15, Bargain 4/10, Communications 2/15, Computer 3/16, Environment Suit 1/12, Gambling 3/12, Grav Belt 1/10, Hovercraft 2/11, Intrusion 4/13, Investigation 5/14, Language (Linguistics 2/11), Leadership 8/11, Liaison 8/12, Navigation 2/11, Observation 6/15, Persuasion 3/11, Pilot (Interface/Grav) 2/11, RCV Operations 1/14, Research 2/11, Ship's Engineering 2/15, Stealth 2/11, Streetwise 7/16, Willpower 4/13, Zero-G Environment 2/13

Appearance: Khalid is a swarthy man of a bit less than two meters in height, appearing to be in his late thirties, who wears his black hair short. A single gold ring, an affectation left over from his days as a corsair, pierces his left earlobe, but Khalid wears no other jewelry and favors simple, somber clothes. Even today, he always keeps a small notebook on hand, and is constantly jotting down notes in it.

Personality: Perpetual consumption of anagathic drugs has led to certain aberrant traits to arise in Khalid's personality. In polite terms, he would be considered eccentric; those less polite call him a senile old curmudgeon.

Motivation:

Spade Queen: The overriding purpose in Khalid's life has been the thrust to both survive and to preserve the knowledge of the past for future generations that tragedies like the destruction of Clersor and the Unity of Promise may be averted.

Club 7: Khalid has a sharp temper and is not opposed to taking whatever steps he views necessary to accomplish his goals.

Refereeing Khalid Kentaro: Khalid Kentaro is a living encyclopedia of information about the Last Imperium. When accompanying player characters into the field, he has a better than even chance of being able to recognize objects manufactured long before the player characters were born. His wide array of skills make him useful as a jack-of-all-trades character.

Khalid's more than slightly seedy past also makes him an interesting character if he is attached to a group: There are still quite a few places where he has a price on his head, and a Guild bounty is quite a difficult distinction to shake. He is also determined, at this point, to survive even longer than he has already, and will do (and has done) almost anything to acquire the anagathic drugs he needs.

Possessions: Seventy years travelling as a trader and a fugitive have taught Khalid the lack of importance of material possessions.

Quotations:

"That thing? It's a light pen to work with fluorescent paper. Here, let me show you how it works."

"I don't recognize that doo-hickey. Let me check my notes."

"I don't need your fancy virtutainment. All I need is this deck of cards right here. Blackjack, anyone?"

"Some of the things I've done shock you? Watch a billion people die from orbit. Survive 90 years of hell. Then maybe we'll talk about it."

Hit Capacity

Head: 22

Chest: 51

Other: 34

Weight: 67 kg

Load: 51 kg

Throw Range: 24 meters

Unarmed Combat Damage: 1

Contacts: Only those contacts which still survive are listed.

7 Criminal

2 Law Enforcement

2 Traders

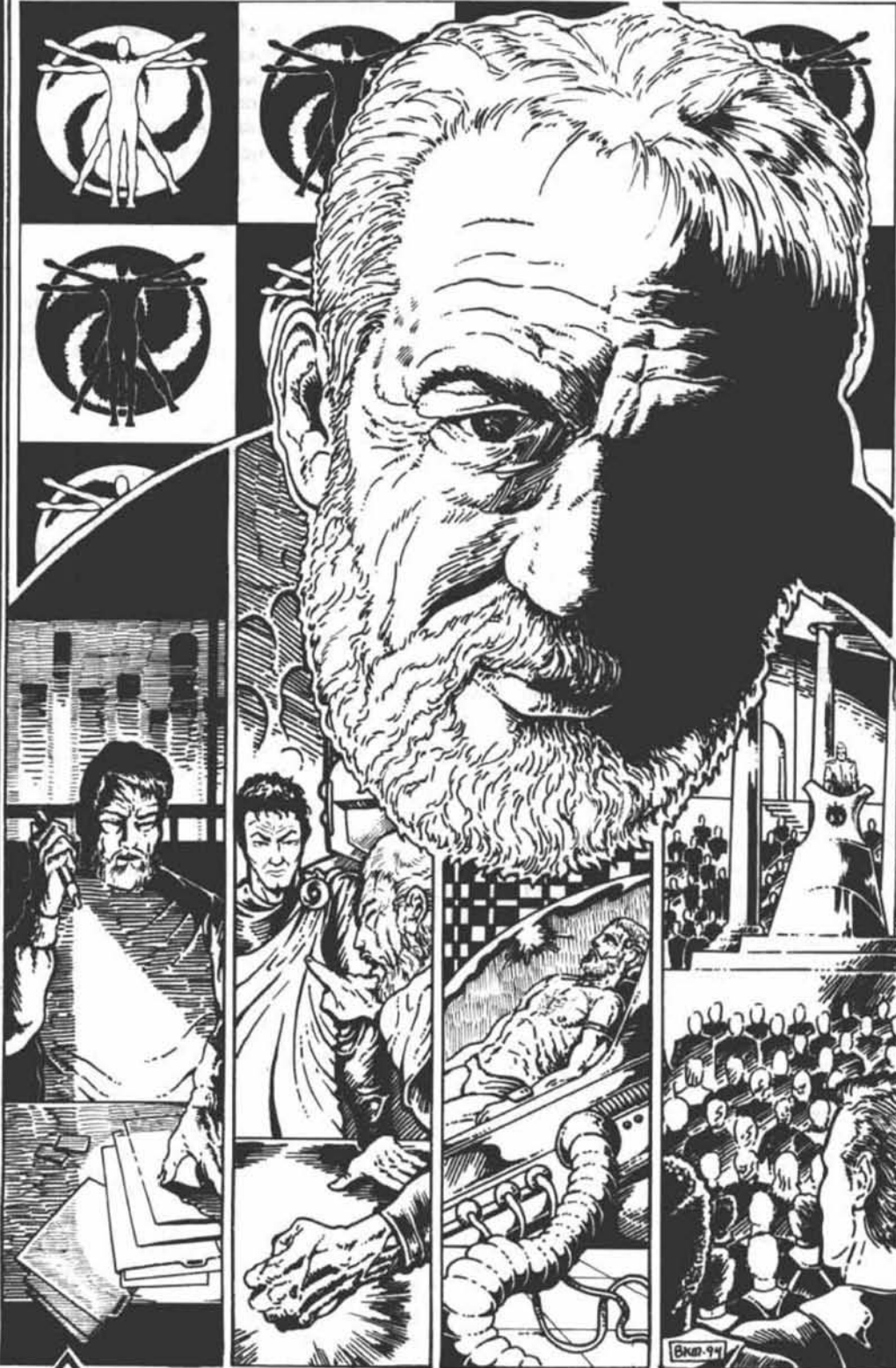
3 Government

STAR VIKINGS

Personalities



Iilek Kuliigaan



Ililek Kuligaan, Physical Age 60 in 1201, Calendar Age 130

Occupation: Remnant Observer and Advisor to Reformation Coalition

Attributes: STR: 5 INT: 10 SOC: 8
AGL: 6 EDU: 10
CON: 5 CHR: 12

Background: Born 7/VI/1071 on Dlan (1021/Illeish), Kuligaan was raised from birth as a Virasin (a member of the Virasan faith, which preached that the faithful must die a non-violent death on the world of Dlan if they were to receive full enlightenment in the afterlife). After graduating from Dlan University with a degree in history, Kuligaan entered divinity school to become a Virasan priest. Although he completed those studies with honors, he had a change of heart, and refused to become ordained. Instead, he returned to school and received his doctorate in history.

Dr. Kuligaan then became Professor Kuligaan, teaching history at Dlan University, where he was recruited by the newly minted Archduke Dulinor's fledgling intelligence agency. Following an undistinguished career as a field agent (Kuligaan, struggling with doubts about his Virasan faith, was one of few agents willing to take off-world assignments), Kuligaan was elevated to the post of intelligence analyst within that same service, now headquartered at Dlan University as the university's "Imperial History Department."

The sharp-minded Kuligaan was a successful intelligence officer, and rose rapidly in the IHD. He was serving as temporary IHD chairman when Dulinor and his entourage (including the permanent IHD chairman) departed on their fateful visit to Capital. With the chairman lost in the botched coup attempt, Kuligaan was promoted to permanent holder of the "Dulinor Astrin Illethian Chair of Imperial History at Dlan University": Dulinor's head spy.

Although Kuligaan was unaware of the assassination plans before the fact, he now worked faithfully in his new role, believing that the failing Imperium required Dulinor's new directions to breathe life back into it. Kuligaan had a front-row seat for the ensuing carnage, as Dulinor's plans collapsed and he began to take more and more counsel from the Illeish fragment of the Imperial Naval Intelligence apparatus, and the growing militant wing of Virasa. He watched with mounting revulsion as Dulinor's operations became more senseless, and his victories more pyrrhic, and fought a losing battle to bring moderate counsel to the increasingly suspicious and paranoid atmosphere of Dulinor's government.

As the war ground into its seventh year, Kuligaan, sickened by the carnage and by his own role in it, engineered a dramatic and public break with Dulinor, and escaped to rimward with his family. He travelled widely in the rim-trailing portions of the Imperium for the next seven years, writing and speaking against the war, the faction leaders, and the political system that created the situation. Kuligaan was caught by Virus while travelling without his family, and survived in a low berth aboard the starship *Compass Call*. *Compass Call* was recovered and Kuligaan revived in 1200 by the Dawn League, and as many of his writings had survived the Collapse, he was an instant celebrity. As a high-level advisor and firsthand witness to the Final War, his advice and counsel have been sought by all levels of the Dawn League and RC governments. He is a non-voting observer and frequent speaker in the Coalition Assembly.

Kuligaan was married with three grown children, however, their fate in the Collapse is unknown. Kuligaan actively pursues efforts to establish their fates, or to discover and revive them if they made it into low berths. His family members were (or are) his wife Dara, son Jann (married with two children), and daughters Selene (divorced) and Carolla (never married).

Career Path

1089-1092	Undergraduate University
1093-1100	Graduate University
1101-1104	Professor
1105-1108	Undercover Agent
1109-1116	Bureaucrat
1117-1123	Chairman of Imperial History Department
1123-1130	Roving Observer and Critic
1131-1200	Low Berth Hibernation
1201-	Special RC Observer and Advisor

Initiative: 2

Combat Assets: Slug Weapon (Pistol) 4/9

Other Assets: Act/Bluff 1/13, Admin/Legal 5/15, Bargain 1/13, Bribery 1/13, Carousing 1/13, Computer 4/14, Disguise 1/13, Environment Suit 1/6, Forgery 1/7, History 10/20, Instruction 1/13, Interrogation 6/18, Investigation 3/13, Language (Linguistics) 3/15, Leadership 1/13, Liaison 5/17, Observation 2/12, Persuasion 5/17, Pilot (Interface/Grav) 3/9, Psychology 3/13, Recruiting 1/13, Research 3/13, Streetwise 1/11, Willpower 3/13

Appearance: Kuligaan is slender, of medium height, with a weathered

complexion. His hair and beard are gray, bordering on white. He is a vigorous person, using emphatic hand gestures when warmed up to a topic.

Personality: Ililek Kuligaan is passionate, gruff, bitter, and given to sarcasm. He has a gentle side, but exposes this portion of himself only in private, and likes to play the grumpy old man in public. Although his demeanor is curmudgeonly, he does not profess to hate humanity. On the contrary, he consistently and loudly demonstrates his love for humanity. It is leaders and governments that he does not love.

Motivation: All of Kuligaan's motivations are rooted in the crucible of the Final War, the defining event of his life. He remains haunted by his complicity in the prosecution of Dulinor's war and the deaths that resulted, but is also secretly ashamed of himself for attempting to atone for his crimes by opposing Dulinor. He secretly suspects that he should not be allowed to speak out against Dulinor and the excesses of the Last Imperium, but should be tried for his crimes as someone who aided and abetted those excesses.

This experience gives him a great deal of compassion for and empathy with all people, the just and unjust. But while he has great respect for the difficulty in distinguishing between infinite gradations of gray, he firmly believes in absolute standards of right and wrong, for which everyone ought to be held responsible. This makes him abrasive.

Club Queen: Kuligaan is a militant democrat—stubbornly opposed to any government which does not derive its legitimacy from its people. He hates the Last Imperium and what it stood for, and is unalterably opposed to even the most innocent suggestion that humanity should rebuild the Imperium. The Last Imperium contained the seeds of its demise, and was the corrupt murderer of trillions of innocent lives. Kuligaan is particularly outraged by Imperial remnants who still believe in the cause of their factions. Kuligaan has an almost irrational antipathy for such people, believing that they figuratively harbor contagious germs remaining from the plague that annihilated a civilization, germs that he hopes he has expunged from himself.

Heart Jack: Ililek Kuligaan is an unusually insightful man, and gained his wisdom in perhaps the most painful manner possible: through the shock of horrifying self-recognition. His struggle with his faith in Virasa, and his realization of his complicity in Dulinor's slaughter of billions of Imperial subjects have left him with a deep belief in the importance of self knowledge and in helping others to achieve it. He carries a sense of urgency about sharing his insight, as he cannot bear the thought that a new civilization might be built containing the same flaws that he saw destroy the last one.

Refereeing Kuligaan: An encounter with Kuligaan would best be handled as a brush with a vivid historical figure. Kuligaan should be opinionated, brilliant, persuasive, and larger-than-life. The PCs might meet him accidentally, as part of some official recognition for a job well-done, or seek information from him. If the PCs manage to keep his attention for some reason, Kuligaan is an excellent opportunity for the referee to speak to the players "ex cathedra," but within the framework of roleplaying. Kuligaan will not function as a patron, except for efforts to discover the fate or whereabouts of his lost family.

Possessions: Kuligaan has lost interest in material possessions. He leads a simple, even Spartan, life, and has no possessions that mean anything to him.

Quotations:

"Everyone has to serve someone or something. But you should examine what it is that you serve, on a daily basis, because things worth serving can change without warning. If you're not careful, you can find out you're a partner in a crime, but only once it's too late."

"Most rulers will kill you given half a chance, and not think twice about it. But remember, rulers work for you. You are the only ones who can give them power and legitimacy. Make them earn it."

"May we never see the likes of the Last Imperium again. Better that we had all died in the Collapse than to build a civilization that will only cruelly slaughter our great-great-grandchildren."

"People have been saying for thousands of years, 'First, we kill all the lawyers.' So, when's anyone going to finally get up off their butts and do something about it? *Carpe the little illegitimi!*"

"I'm 130 years old, so you'd think they could give me a better parking space."

Hit Capacity

Head: 10	Weight: 76 kg
Chest: 30	Load: 30 kg
Other: 20	Throw Range: 20 meters

Unarmed Combat Damage: 1

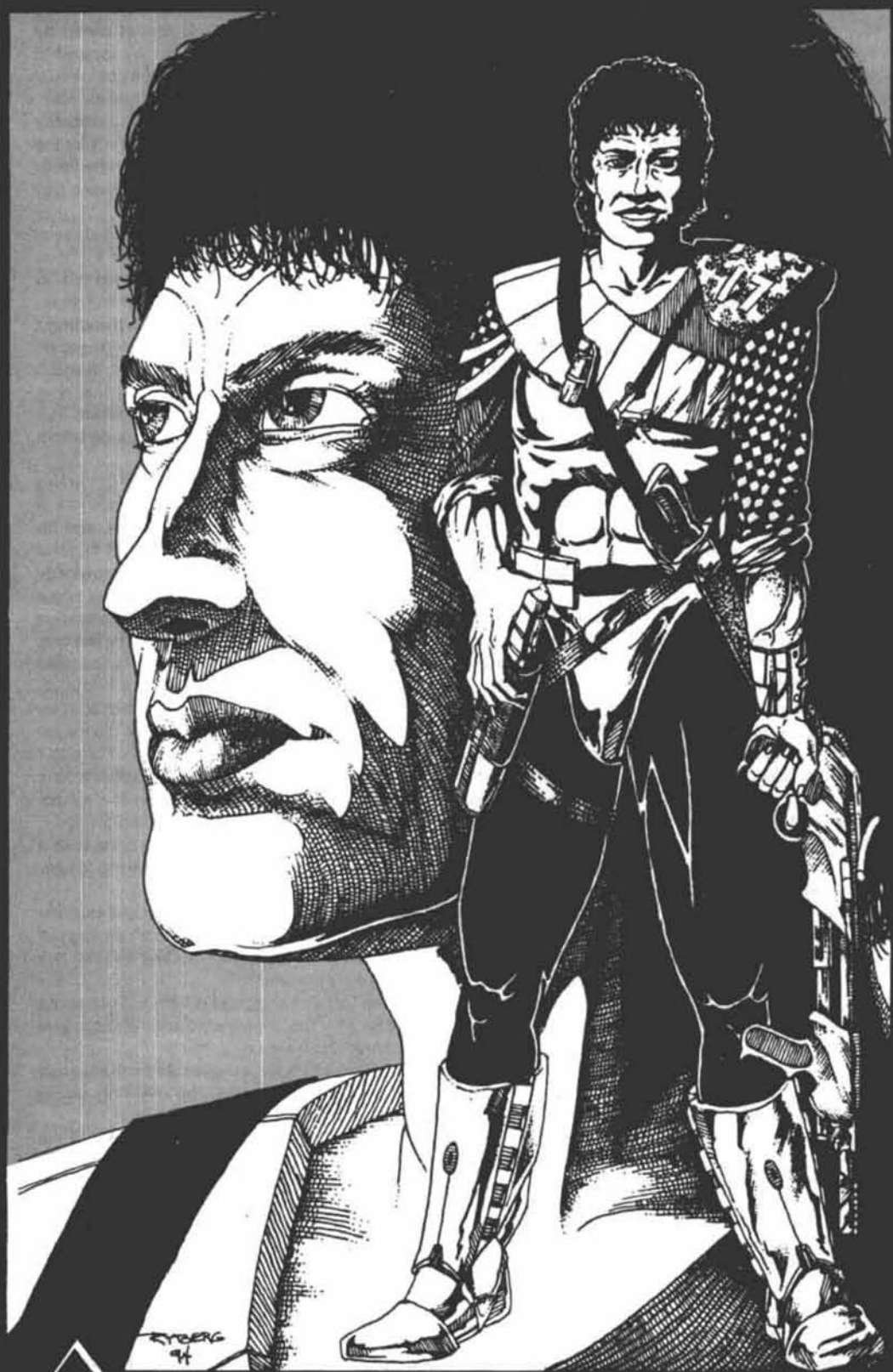
Contacts: As an historically significant remnant, Kuligaan has virtually unlimited contacts in the RC. His surviving personal contact is: 1 Journalism

STAR VIKINGS

Personalities



Gustav "Ratsso"
Ramirez



Gustav "Ratso" Ramirez, Age 33 in 1201

Occupation: Rebel

Attributes

STR: 9	INT: 8
AGL: 7	EDU: 4
CON: 5	CHR: 4
SOC: 1	

Background: Born 22/1/1168 on Oriflamme. Upon completing secondary school, Ramirez became a common laborer in the construction trades, picking up a few skills in the process. In 1189, however, he joined the Oriflamme Marine Corps and continued in that capacity until the invasion of Spencer. Sickened by what he saw as the needless waste of Marine and Army lives to satisfy the greed of the Oriflamme technarchs, Ramirez returned to Oriflamme and deserted, starting a one-man terrorist campaign against the government.

Although there are other rebel movements on Oriflamme, Ramirez works alone. As a result of the tremendously violent nature of his attacks, he is both the most hunted man on Oriflamme and something of a cult hero among even loyal Oriflamme Marines (who take pride in the fact that anyone can be a rebel, but it takes a Marine to really screw a government up).

Career Path

1185-1188	Construction Worker
1189-1192	Marine, Promoted Private First Class
1193-1196	Marine, Promoted Lance Corporal
1197-1200	Marine, then deserted and became a Rebel

Initiative: 5

Combat Assets: Armed Martial Arts (Long Blade) 1/10, Grenade Launcher 1/10, Slug Weapon (Rifle) 4/13, Unarmed Martial Arts 3/12

Other Assets: Act/Bluff 3/7, Bribery 1/5, Climbing 3/8, Combat Engineer 2/7, Construction 1/5, Disguise 1/5, Environment Suit 1/6, Forgery 1/8, Grav Belt 1/8, Ground Tactics 1/9, Ground Vehicle (Wheeled) 2/9, Intrusion 1/8, Investigation 1/9, Mechanic 3/12, Metallurgy 1/5, Stealth 4/11, Streetwise 4/12, Willpower 1/9, Zero-G Environment 1/6

Appearance: Ramirez is a large and powerfully built man in his early thirties. His face is narrow, his nose long and thin, and his eyes narrow and close-set, giving him a furtive, unpleasant look (and earning him his nickname). He is usually in disguise, although this hardly ever consists of anything more elaborate than clothing appropriate to the role and a pair of glasses (often with polarized reflective lenses).

Personality: Ramirez is an unlikely rebel (if there is such a thing as a likely rebel). When first met he is friendly and talkative, and he is likely to remain that way (unless crossed). He becomes very close to people he works with, and it was this closeness that made it difficult for him to accept the losses suffered by the assault troops in the early weeks of the fighting on Spencer.

But the other side of his personality is a shocking capacity for cruelty and violence, a capacity he displays repeatedly in his one-man campaign against the government.

Motivation

Club King: Oriflamme society does not produce quiet, gentle people as a general rule, and Ratso is, if nothing else, a product of Oriflamme society. He has become more and more violent throughout his life, and at the age of 33 has reached a level where his brutality borders on insanity.

Heart 9: Ratso likes people in general, and can become particularly fond of acquaintances in a very short time. Ratso is not stupid, and the seeming contradictions inherent in his personality—a basic affection for most people and a casual murderousness—are not lost on him. He blames Oriflamme society, and its leaders in particular, for what he sees as significant personality flaws in himself and so directs his violence against them, partly for revenge but partly to keep other people from going through what he has.

Refereeing Ratso: The player characters are unlikely to encounter Ratso anywhere except on Oriflamme, and then won't meet him unless he chooses to. He is unlikely to want to meet the player characters unless he believes that doing so can further his own ends, which are a single-minded pursuit of the overthrow of the technarchs.

Possessions: Ratso has a huge arsenal of weapons, ammunition, and explosives he has stolen and purchased. He has numerous caches of weapons, food, medicine, and currency, most of which he established before beginning the more violent of his attacks. If it comes to implements of destruction, Ratso can put his hands on almost anything needed.

Quotations:

"I'm sick of this crap. You stay here and talk if you want to. I'm gonna go blow something up."

"Once I opened up this security guard's stomach with about five rounds from an auto-shotgun. He just stood there for a second looking at the hole, like he couldn't believe it, and then stuck his hand in, like to see if it was real, you know? I laughed so hard I almost couldn't reload."

Hit Capacity

Head: 10
Chest: 42
Other: 28

Wt: 88 kg

Load: 42 kg

Throw Range: 36 meters

Unarmed Combat Damage: 2

Contacts:	1 Criminal
	2 Military
	1 Specialist (Engineer)

Chapter 4



Outsiders





Mizrak "Miser"
Beyaz



Jeeves Drummond



Tatai MacLean



Captain Enligi
Khargulim



Sir Amaraan Abas



Josephine "Jo"
Donskoi



M. Genghis



Assa Sanok*kla

CHAPTER 4: OUTSIDERS

This final chapter covers a group of characters not from the Coalition at all, although a number of them have made common cause with it. The mix of NPCs in this chapter defies much more of a definition than that, and for good reason: It's a big, weird universe out there, and there are some very odd sentient beings in it.

The NPCs in this chapter, however, are by no means representative of the oddest people out there; they are instead a selection of some people who the player characters are likely to encounter on a recurring basis and who will be useful NPCs for the referee. These are high-utility NPCs for the referee, whether they are allies or adversaries of the player characters.

Finally, this chapter includes the first detailed Ithklur NPC, and the first illustration of an Ithklur ever to appear in any *Traveller* product. For more details on this interesting alien race, see GDW's *Aliens of the Rim* sourcebook.

STAR VIKINGS

Personalities



Mizrak "Miser"
Beyaz

Mizrak "Miser" Beyaz, Age 29 in 1201

Occupation: Freelance scout

Attributes

STR: 5 INT: 4
AGL: 9 EDU: 6
CON: 6 CHR: 11
SOC: 8

Background: Born 166-1172 on Trybec. Beyaz was originally a singer with a cabaret on Trybec, one of a few chosen to entertain workers on Dawn Base, where he met the crew of the *MS Amblin' Rose* and signed on with them as spacehand. The contacts he made during his travels and his talent for disguise and impersonation led him to become an undercover agent for Trybecorp, Trybec's owning corporation, but last year he struck out on his own. He has worked for the Coalition from time to time, and for Trybecorp (the parting was friendly), and presently lives on Trybec on the rare occasions he stays in one place. Beyaz is of Federalist leanings, but is not strongly political and will usually change the subject when the conversation comes around to politics.

Both of Beyaz's parents are dead, and he has no brothers or sisters. He is unmarried and unattached.

Career Path

1189-1192 Singer with a cabaret troupe on Trybec
1193-1196 Spacehand aboard Free Trader *MS Amblin' Rose*
1197-1200 Covert Agent for Trybecorp

Initiative: 2

Combat Assets: Slug Weapon (Pistol) 5/10, Unarmed Martial Arts 2/7

Other Assets: Act/Bluff 4/15, Climbing 2/8, Communications 1/7, Computer 1/7, Dance 3/12, Disguise 2/13, Environment Suit 4/10, Grav Belt 1/10, Gravitics 2/8, Intrusion 1/10, Language (Anglic dialects) 1/12, Leadership 2/13, Liaison 2/13, Observation 2/6, Persuasion 1/12, Pilot (Interface/Grav) 3/12, Song 1/12, Stealth 1/10, Survival 2/6, Swimming 2/8

Appearance: When he hasn't altered his appearance, Beyaz is almost unbelievably handsome, with the grace and poise of a natural athlete. At 1.8 meters and 64 kilograms, Beyaz is not an exceptionally large man, but his presence is immediately felt in whatever room he enters (unless he chooses to be inconspicuous), partly because of his looks and partly because of his personality. At will, he can alter his voice, mannerisms, and expression so radically that he can seem a completely different person to the casual observer (a talent he found extremely useful in his last occupation).

Beyaz is always dressed perfectly to suit the situation; fatigues over a body sleeve for field work, casual clothes for an informal dinner, perfectly tailored formal evening dress for the diplomatic reception.

Personality: Beyaz's natural personality is cheerful and friendly, but he can take on almost any personality (a testimony to his acting ability). Beyaz's acting talents extend to impersonations, and after a few drinks he can usually be persuaded to perform impromptu send-ups of the people around the table. None of the "victims" ever seems to take offense. When he is being himself, however, his behavior is perfect, his manners impeccable.

Motivation

Club Ace: Although he has had no formal military training, Beyaz is a natural leader, and people will follow him anywhere. He inspires tremendous loyalty in his followers, and has an outstanding reputation as a fighter. His actual combat talents are minimal, however, but no one seems to care much.

Heart 4: Beyaz is amiable and outgoing, a man who makes friends easily among both sexes. A charming conversationalist, people can't help but like him immediately, but after the conversation is over, no one can remember a single thing he said.

Refereeing Beyaz: Beyaz will often be found acting as the leader of someone else's expedition, either having been hired specifically for the purpose, or having taken over the reins by acclamation. His charisma and natural leadership abilities mean that he has no trouble attracting followers, and thus he might be a patron's choice to lead an expedition the PCs have been hired to help out on.

The most singular characteristic about Beyaz (other than his good looks and acting talent) is that he is incredibly lucky in a most annoying fashion. When faced with a deadly situation or a hopeless dilemma, he naively depends on luck/fate/kismet/whatever to pull him through. And it always does. No matter what kind of situation he ends up in, he always seems to come out alive, and, more often than not, better off than he was before.

Beyaz's luck will extend to others around him only to the extent of preserving their lives. Referees should look for ways in which Beyaz's good fortune can cause trouble for the PCs. For example, the bullet that glances off the coin in his pocket will probably ricochet into and destroy something belonging to the PCs (which they will not discover until after the adventure is over). The goal is for the PCs to come to despise Beyaz, but for NPCs to love him (they always seem to profit equally from his good fortune).

Possessions: Beyaz's most prized possession is "Halsted," his grav bike, which seems to share his charmed life (it shows some surface wear acquired in use, but is in perfect working order). Otherwise, he has few possessions or ready cash—he doesn't seem to need them, as someone is always willing to buy him dinner or lend him a few credits.

Quotations:

"Don't worry about it, Bongo. Something will turn up...it always does."

"Just bang on the side a couple of times, that always works for me."

"Didn't I tell you that everything would work out? Sorry about your ship, but it couldn't be helped. I'm sure the government will give you a new one."

Hit Capacity

Head: 12

Chest: 33

Other: 22

Wt: 64 kg

Load: 33 kg

Throw Range: 20 meters

Unarmed Combat Damage: 1

Contacts: 1 Entertainment
1 Trader
1 Intelligence Community

STAR VIKINGS

Personalities



Jeeves Drummmond



Jeeves Drummond, Age 29 in 1201

Occupation: Freelance mercenary

Attributes

STR: 7	INT: 7
AGL: 8	EDU: 6
CON: 11	CHR: 5
SOC: 3	

Background: Born 245-1172 on Khirekhera (2834/Diaspora). Shortly before his 20th birthday, his village was attacked by Guild slavers and he was captured and sold to one of the minor nobles on Vezina, where he became a member of the noble's Huscarls (all of whom were slaves). Although he was reasonably well treated, he decided that slavery just wasn't for him and he deserted, becoming an itinerant mercenary in the low-level border wars that sputtered almost continuously between the TEDs of Vezina. After the fall of Hastaan and the incorporation of Vezina into the Reformation Coalition as an administered territory, Drummond continued his occupation as a mercenary, but on a broader playing field.

Drummond's family was killed in the same raid in which he was captured, and he remains unmarried and unattached.

Career Path

1189-1192	Barbarian
1193-1196	Army
1197-1200	Mercenary

Initiative: 3

Combat Assets: Armed Martial Arts (Small Blade) 3/10, Grenade Launcher 1/8, Slug Weapon (Rifle) 3/10, Thrown Weapon 1/8, Unarmed Martial Arts 1/8

Other Assets: Bargain 2/7, Climbing 3/14, Combat Engineer 2/13, Computer 1/7, Forward Observer 1/8, Guard/Hunting Beast 1/12, Intrusion 1/9, Language (Vilani 1/6), Map 1/7, Navigation 2/9, Observation 1/8, Riding 2/13, Small Watercraft 3/14, Stealth 2/10, Streetwise 1/8, Survival 2/9, Swimming 3/14, Tracking 1/8

Appearance: Physically, Drummond would have made an excellent covert agent if he had had any aptitude in that area. He is almost completely nondescript: average height, weight, and build, black curly hair, medium complexion, and neither handsome nor ugly. He has a receding hairline and wears a drooping mustache and goatee. His face usually has an aloof, disinterested, slightly bored expression, and he wears an unexceptional mix of military uniform parts and work clothes.

Personality: Drummond is a cynic, and proud of the fact. He doesn't really believe in anyone or anything, particularly governments, and approaches life with a "look out for number one" attitude. If he makes a comment about things around him, it is usually a sarcastic one, and he seldom has a good word to say about anyone or anything.

Motivation

Club 9: Drummond has led a hard life, and it has left him a hard, violent man. He is a mercenary by trade because there is little else that he is qualified for, by either skill or temperament.

Heart 3: For all of his hard-edged cynicism, Drummond is not a loner. He likes the company of other people, if for no other reason than to provide him with an audience.

Refereeing Drummond: Drummond can be inserted as an NPC in almost any RCES mission which uses freelancers (and that's most of them). Alternatively, if the players hire NPCs for a specific mission, Drummond can easily be one of those NPCs. While working for the player characters or for the Coalition, Drummond will probably be a reasonably loyal and conscientious helper. He knows that his future employment depends on successful performance of missions, and he is not by nature particularly deceitful. However, if it comes down to a question of his neck or anyone else's, there is little question which way he will go.

Possessions: Jeeves owns an officer's gorget taken from the body of a captain of the Hastaan Sacred Guard. Most people believe that this is a souvenir of DLS *Ashtabula's* raid that toppled the "God-Emperor," acquired by Drummond from one of the Marines on the mission. In fact, Drummond acquired it himself almost a year before *Ashtabula's* raid and while he was in the employ of a noble at war with Hastaan. Drummond killed the officer in question and took the rank gorget as a souvenir, but the explanation is too complicated (and far-fetched sounding) for most people, so Drummond keeps it to himself.

Drummond's personal weapons consist of a combat knife and a very well-maintained relic Imperial 7mm ACR, which he hardly ever lets out of his sight. He usually also carries one or more small and easily concealable pistol on his body.

Quotations:

"What's my cut?"

"Hey, I'm behind the Coalition all the way. I hope you guys conquer everything out here. Rebuild everything. Whatever."

"Sure, bugging out could ruin my reputation. But getting killed could ruin my whole day."

Hit Capacity

Head: 22

Chest: 54

Other: 36

Wt: 76 kg

Load: 54 kg

Throw Range: 28 meters

Unarmed Combat Damage: 1

Contacts:

1 Trader

1 Military

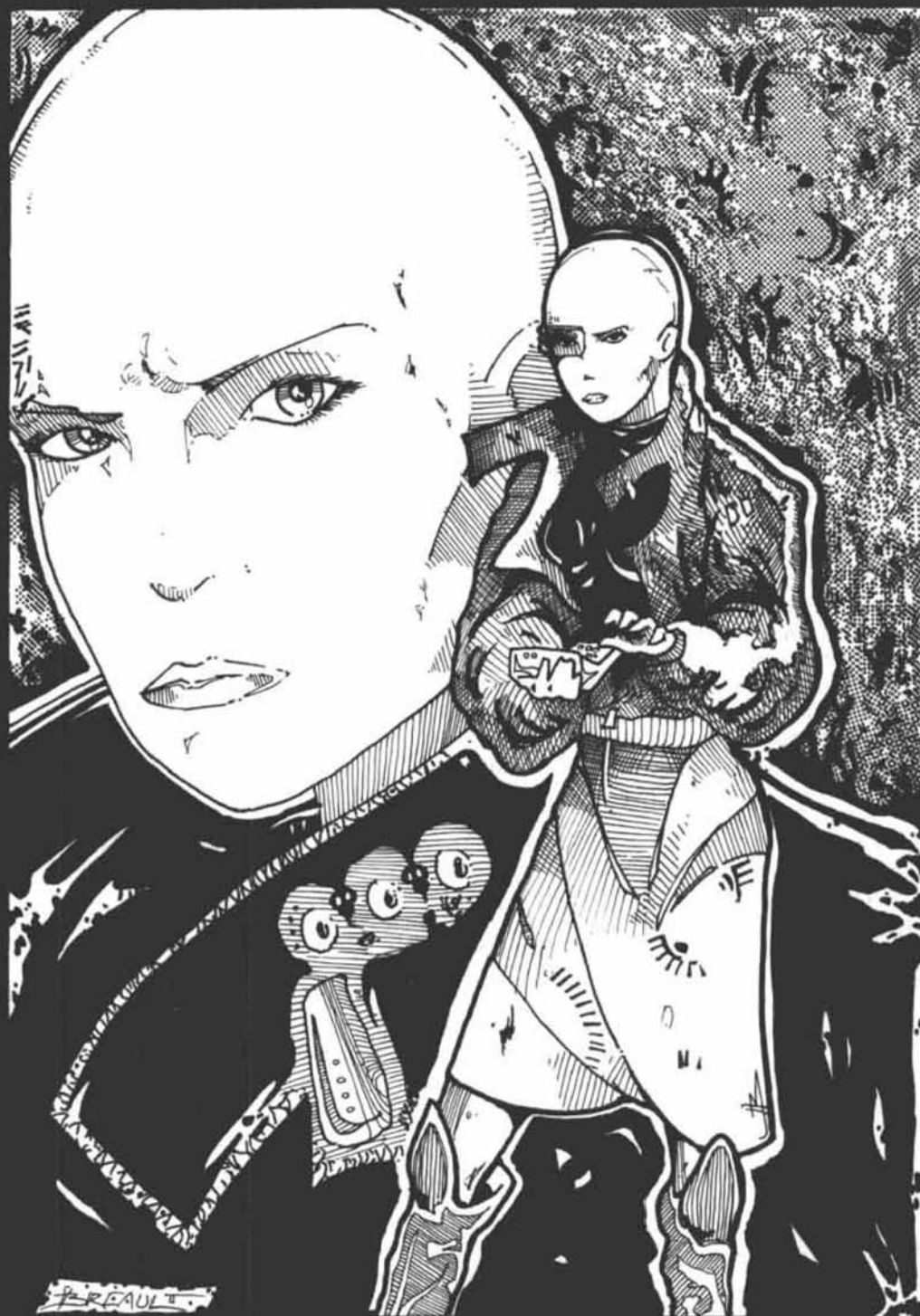
1 Government

STAR VIKINGS

Personalities



Tatai MacClean



Tatai MacLean, Age 37 in 1201

Occupation: Virus Intelligence Liaison for the Reformation Coalition

Attributes

STR: 4 INT: 11
AGL: 6 EDU: 11
CON: 4 CHR: 6
SOC: 7

Background: Tatai MacLean was born on 415-1164 on the planet Exeter (2729/Diaspora). From the day of her birth, she was marked to be a servant aboard *Influence Agori*, a Donosev-class survey ship controlled by a God-strain Virus.

She was turned over to *Influence's* priests on her sixth birthday and taken aboard, never to see Exeter again.

She spent the next several years serving the *Influence* before being made first one of its acolytes, then one of its priests, a function she served for 12 years before escaping on a rare planetfall. She then spent four years as an officer aboard the far trader *Rising Chrysanthemum*, using her knowledge of the Virus' habits to safely navigate the vampire highway. Her expertise eventually drew the attention of the Coalition, which recruited her as a consultant, an office she holds to this day.

Tatai lives on Aubaine, but may be encountered anywhere the RCSA feels her help may be needed.

Career Path:

1180-1192 Technician aboard *Influence Agori* (3 terms)
1193-1197 Officer aboard Far Trader *Rising Chrysanthemum*
1198-1201 Scientist/Consultant for the Reformation Coalition

Initiative: 3

Combat Assets: None

Other Assets: Environment Suit 2/6, Willpower 0/11, Research 1/12 (3/14)*, Psychology 3/14 (5/16)*, Ship's Engineering 1/12, Communications 2/13, Computer 4/15 (6/17)*, Electronics 3/14, Observation 5/16 (7/18)*, History 1/12 (3/14)*, Robotics 3/14, Physics 2/13, Language (Linguistics) 1/7, Mechanic 2/6, Stealth 2/8, Song 2/8

Referee's Note: Tatai has several skills in her asset list with two different ratings. The first set is used when interacting with other people or performing normal tasks. When performing a task related to Virus, Tatai uses the higher, parenthetical rating.

Appearance: Tatai is a tall and gaunt woman in her late thirties, with a shallow complexion from years aboard *Influence Agori*. She is also completely bald, having been depilated as punishment for displeasing her master when she was quite young. A computer code, that particular virus' favored way of keeping track of its slaves, is indelibly tattooed on her right temple. These details, in addition to her deep-set gray eyes, gives Tatai a very distinctive appearance.

Perhaps to counteract her drab looks, Tatai likes to dress in brightly patterned *saris* over a standard black body sleeve.

Personality: Growing up as a servant/priest to a mad virus, with the knowledge that her life was in perpetual jeopardy, has left Tatai with a dour withdrawn outlook on life. While she will help people, she does so with a minimum of decorum or delicacy.

Since she has spent most of her life in the company of machines, Tatai is uncomfortable around most people, but relates well to Hivers.

When she is not on a consultation, Tatai tries very hard to socialize in an effort to regain the humanity that her years with the Virus robbed from her.

Motivation:

Heart 4: Tatai feels like her years serving *Influence Agori* have stripped her of a portion of her essential humanity, and is now trying to recapture that by interacting with the people around her. However, she is not adept at most social situations and those not acquainted with her will often find her actions inappropriate, which will in turn greatly embarrass her.

Diamond Ace: Beneath her awkward exterior, Tatai is an extremely giving person, with virtually no concern for her own material well-being.

Refereeing Tatai MacLean: Tatai serves a very specific purpose when appearing in an adventure. Her years on *Influence Agori* have given her an understanding of the psychology of the Virus that is unparalleled in the Coalition. Her current function is a consultant: analyzing available data on a suspected virus, then using her experience to extrapolate its probable behavior. Her calculations to this end have saved the lives of several hot recovery teams, allowing the teams to stay one step ahead of Virus.

Tatai, as a noncombatant, will be found in the field only in the most dire of circumstances.

Possessions: Tatai owns little other than her collection of *saris*. She had to leave most of her belongings behind when she escaped *Influence Agori*, and the life aboard a Trader leaves little room for many extras.

The sole piece of equipment Tatai has when encountered will be a TL-11 hand computer and a Data-Display Headpiece, which she uses to access an extensive reference library when working.

Quotations

"The virus can be understood, but that understanding is disturbing."

"It did what? Aah. Then this is what it will do next time..."

"No, I don't smile often. I see no reason to. Did someone say something funny?"

Hit Capacity

Head: 8

Chest: 24

Other: 16

Weight: 58 kg

Load: 24 kg

Throw Range: 16 meters

Unarmed Combat Damage: 1

Contacts:

1 Trader

Captain Faruq "Cutter" Donaldson, *Rising Chrysanthemum*

4 Government, including:

Eckhart Nontlupheko, anti-Virus rebel in the government on Lot (Promise Sector)

Influence Agori, Virus-controlled Donosev-class survey ship

STAR VIKINGS

Personalities



Enligi Khargulim



Enligi Khargulim, Age 45 in 1201

Occupation: Mercantile Guild Senior Captain

Attributes

STR: 5 INT: 10
AGL: 4 EDU: 7
CON: 7 CHR: 9
SOC: 10

Background: Born 50-1156 on Gegaasha (1021/Diaspora), the birthplace of the Mercantile Guild.

Khargulim entered the Gegaashan bureaucratic service at an early age and rose quickly through the system, showing an incredible facility for manipulation and an almost total disregard for the welfare of others. Khargulim became involved in Vugashnii Ishimshugi's faction of the Guild, and was instrumental in planning and executing the 1189 Gegaashan coup which created the Guild in its current form. For his role in the coup (and, perhaps, to get him away from Guild headquarters while Ishimshugi consolidated his power), he was rewarded with a commission as First Officer aboard one of the Guild's starships. He patiently built his starfaring skills while waiting for an opportunity to get a ship of his own. Once he achieved captaincy, he became Ishimshugi's special agent, conducting key operations directly for the Guild chief. In recent years, he has begun conducting complex multi-space operations, also in support of Ishimshugi's personal projects.

Career Path

1173-1176	Assistant Commissioner
1177-1180	1st Assistant Commissioner
1181-1184	Deputy Commissioner
1185-1188	Commissioner
1189-1192	Trader (Coup—Rewarded with 1st Officer's slot on Guild Ship)
1193-1196	Trader (Promoted Captain)
1197-1200	Trader (Promoted Senior Captain)

Initiative: 2

Combat Assets: Energy Weapon (Pistol) 1/5, Slug Weapon (Pistol) 4/5

Other Assets: Admin/Legal 3/10, Astrogation 1/8, Bargain 4/13, Bribery 2/11, Communications 1/8, Computer 2/9, Environment Suit 1/8, Ground Vehicle (Wheeled) 1/5, Gunnery (Missiles) 1/8, Interrogation 4/13, Intrusion 1/5, Language (Vilani) 2/11, Leadership 2/11, Marketing 2/9, Observation 2/12, Persuasion 4/13, Pilot (Interface/Grav) 1/5, Psychology 2/12, Recruiting 3/12, Research 2/12, Streetwise 2/12, Willpower 4/14

Appearance: Khargulim, being of Vilani descent, is dark-eyed and haired, but has a pale, pasty complexion. He is very fine-featured and immaculately groomed, and has long, slender, manicured fingers which he steeples before his face when he is thinking, or perhaps only when he wishes people to believe he is thinking.

Personality: Success at bureaucratic infighting places a premium on cunning, subtlety, deception, misdirection, information gathering, and patience, and Khargulim was a bureaucratic warrior *par excellence*. His infinite patience allows him to shrug off "temporary" defeats, and gives him the advantage over those who need to force a more rapid solution to their problems.

Khargulim has very cultivated manners and tastes, and is capable of being quite a pleasant conversationalist. He reveals nothing of himself to anyone and trusts no one to do anything except that which is in their own interest.

Motivation

Spade Queen: Khargulim is ruthless, placing no value on anyone's wishes but his own, except where fulfilling another's wishes serves his purposes. For example, Khargulim is currently content to serve as Ishimshugi's lieutenant, because this allows him to gain more experience while it is Ishimshugi who must in the meantime lay the groundwork and make the enemies. Khargulim expects to be able to learn by Ishimshugi's mistakes, and then pluck control of the Guild from his mentor's grasp.

Khargulim thinks nothing of getting at his opponents by striking at those they love, or at innocent bystanders.

Spade Jack: Khargulim is astoundingly arrogant, although in a calm and patient, rather than bombastic, way. His life in the danger and intrigue of the Guild has taught him that it is only pure, self-serving acts of will that enable one to achieve victory, and the success that he has met in this arena has convinced him that his is the strongest will, and that he is destined to eventually control the Guild and through it, all of space. Khargulim is actually incapable of conceiving that he can be truly defeated. Any reverses that he suffers are merely temporary setbacks, and those responsible are duly catalogued for future vengeance.

Refereeing Khargulim: The referee should use Khargulim as a recurring nemesis who the PCs will get to know and detest. The key to this relationship is that the referee should be careful to not allow Khargulim to be killed, but only defeated. In any operation, Khargulim should either be masterminding events from a safe distance behind the scenes, or have a ready means of escape, even though this will not be readily apparent to the PCs. If, for example, the PCs destroy a ship or base occupied by Khargulim, that destruction should be ambiguous enough so that the players will be aware that their opponent might still be out there, plotting his revenge.

Some referees will be uncomfortable with the stylized device of the nemesis that will not die, as it seems too similar to comic book conceits. Such referees should not use this character. Those that do, however, will find that they will be rewarded with a level of emotion from their players as they begin to take it personally when they see Khargulim appear again. The PCs may ultimately be able to engineer Khargulim's final defeat, but this should come about only after many memorable encounters and a long, determined effort to destroy him.

As the protege and trusted lieutenant of Guild leader Vugashnii Ishimshugi, Khargulim is often given command of Ishimshugi's personal priority operations. The PCs should soon realize that wherever they see Khargulim, something terribly important is going on.

Possessions: Khargulim's possessions vary with the circumstances. In fact, assuming that the PCs are able to defeat him on one or more occasions, Khargulim will be obliged to travel light: escaping with only his life to rebuild his forces and try again.

Khargulim will always have a ship (and perhaps more than one under his command if sophisticated operations so require) with a Line or Crack crew, usually including Veteran or Elite ground troops. When encountered personally, Khargulim wears ballistic weave armor and carries a Guild 9mm magnum revolver.

Quotations:

"You are drawn to my light like moths to a flame—with the same inevitable result."

"I see that our paths have crossed again. How unfortunate for you."

"You may think that you have won, but you will never again be able to look over your shoulder without wondering if I am there, waiting to punish you."

"You live only in minutes, hours, and days. I live in years and decades, and time itself does my bidding."

Hit Capacity

Head: 14

Chest: 36

Other: 24

Weight: 84 kg

Load: 36 kg

Throw Range: 20 meters

Unarmed Combat Damage: 1

Contacts: 2 Trader

9 Government

STAR VIKINGS

Personalities



Sir Amaraan
Abbas



Sir Amaraan Abas, KDR, The Voice of Solee, Age 41 in 1201

Occupation: Diplomat, roving envoy for the Soleean Empire

Attributes

STR: 8	INT: 8
AGL: 6	EDU: 6
CON: 4	CHR: 5
SOC: B (Knight)	

Background: Born 217-1160 on Solee (1322/Old Expanses) to wealthy parents in the service of Packo Ramstattan, one of the world's TEDs. Attended cadet school and was commissioned in the TED's armed forces. After transferring to the Special Operations Forces, became involved defeating the attempted coup against the young Gabriella Ramstattan (daughter and successor to Packo), and earned her attention (and a promotion to Captain) by his performance. He was reassigned as an undercover agent and played a key role in the extended cold war, and then brief hot campaigns, of Ramstaatan unifying the planet under her control. When she crowned herself Empress Solee, Abas was officially transferred to the foreign ministry, although he retained his rank in what was by then called the Soleean Imperial Securitac (SIS), and has continued to receive promotions in the SIS to the rank of full Colonel while performing as a diplomat.

Abas is now the senior roving diplomat in the service of the Soleean Empire, and is usually sent to areas the Empress intends to annex in the near future. His skills as an undercover agent make him especially suited to this work, as his responsibilities include, in addition to conventional diplomacy, the establishment of networks of covert agents and, on rare occasions, actual assassination. So successful has he been that he was recently knighted, and allowed to append the initials KDR (Knight Defender of the Realm) to his name.

Abas' parents are both still alive. He has no siblings and is unmarried.

Career Path

1177-1180	Military Academy, Commissioned 2nd Lieutenant
1181-1184	Army, Promoted 1st Lieutenant
1185-1188	Special Operations, Promoted Captain
1189-1192	Undercover Agent, Promoted Major
1193-1196	Diplomat, Promoted Lt Colonel
1197-1200	Diplomat, Promoted Colonel

Initiative: 4

Combat Assets: Armed Martial Arts (Small Blade) 1/9, Energy Weapon (Pistol) 2/10, Grenade Launcher 1/9, Slug Weapon (Pistol) 5/13, Thrown Weapons 2/10, Unarmed Martial Arts 3/11

Other Assets: Act/Bluff 5/10, Admin/Legal 1/7, Bargain 2/7, Carousing 1/6, Computer 0/6, Environment Suit 1/5, Forgery 2/8, Forward Observer 1/9, Grav Belt 1/7, Ground Tactics 2/10, Ground Vehicle (Wheeled) 0/6, Interrogation 2/7, Intrusion 1/7, Investigation 3/11, Language (Vilani 2/7), Leadership 2/7, Navigation 1/9, Observation 3/11, Persuasion 6/11, Psychology 1/9, Stealth 4/10, Streetwise 3/11, Willpower 3/11

Appearance: Abas is a large, physically impressive man, with an air both of quiet dignity and great physical energy and power, but in repose or held in check, ready to uncoil in an instant. He has a long face and thin features, particularly his prominent nose, and his deep-set eyes give his face a brooding, sinister look. He rarely shows emotion unless it suits his purpose. He usually dresses entirely in black. For more formal occasions, he dresses in a more elaborate silver-trimmed black diplomatic uniform, complete with flowing black cape with prominent stand-and-fall collar.

Personality: Abas has only one loyalty: his Empress. In her service, he would tell any lie, commit any crime. He would sacrifice anyone or anything for the good of his Empress except, of course, himself. In that respect, his devotion knows a limit.

Motivation

Spade King: Abas is more than simply an accomplished liar; he is a master of deceit. All of his dealings have many layers, and are never what they appear to be on the surface.

Spade 9: Abas is consumed and driven by ambition. Knowing his limits, he has no designs on the throne of Solee, but sees himself eventually in the role of the Empress' closest advisor and the second-most powerful figure in the empire.

Refereeing Abas: The characters will only encounter Abas if their campaign takes them into the Shenk subsector of the Old Expanses Sector. A bloody collision between the Empire of Solee and the Reformation Coalition is only a matter of time, though, and Shenk subsector is where the two rivals have begun the elaborate and deadly dance of diplomacy and espionage that will precede the war. Abas is the most important player on the Soleean side in that struggle, and the absence of a unified controlling figure on the Coalition side is a great handicap.

Abas is unlikely to take the player characters seriously at first, but once he comes to know them (and particularly if they frustrate his plans), he will become a dangerous and relentless enemy.

Possessions: Abas is almost always armed, either with a small concealed body pistol or a larger Soleean military-issue 9mm automatic. When engaged in covert entry, he often carries several throwing knives as well as a silenced pistol.

Quotations:

"It is futile to resist the will of Solee."

"Do you think that you can thwart Her Imperial Highness? Do you think that you can even inconvenience her? I deal with you because you are beneath her notice. Nothing you can do will ever be important enough to even come to her attention."

Hit Capacity

Head: 8
Chest: 36
Other: 24

Wt: 88 kg

Load: 36 kg

Throw Range: 32 meters

Unarmed Combat Damage: 2

Contacts:	4 Government
	4 Military
	1 Intelligence Community

STAR VIKINGS

Personalities



Josephine "Jo"
Donskoi



Josephine "Jo" Donskoi, Age 29 in 1201

Occupation: Mechanic

Attributes

STR: 7

AGL: 6

CON: 5

SOC: 4

INT: 4

EDU: 6

CHR: 6

Background: Josephine Donskoi was born on 321-1172 on Berens (1740/Diaspora). Berens is an Earth-sized planet with adequate water, a thin, tainted atmosphere and an extremely small population. Pre-Collapse population levels were low due to the planet's classification as an Imperial Biohabitat Reserve, and the permanent population was limited to about 100 people living in and around the ground facility of the starport. At any one time there might be several hundred researchers on the planet as well as about 1000 personnel assigned to the orbital starport (which was a class A facility).

The Collapse destroyed the orbital starport facility and the current class C starport is actually the old ground facilities. The population of Berens is now only 40, but most of the decline has been due to gradual migration off-planet by means of free traders rather than due to a high death rate.

The population raises food locally by gardening sufficient to meet its own needs and makes a good living by servicing the few remaining starships in the area, both Guild and Free Trader. (The Berensi cannot afford to be particular on that score, regardless of what their feelings for the Guild may be.) As it is one of the few remaining maintenance facilities not controlled by the Guild or a local planetary overlord, it is a favorite port of call for Free Traders, and there are usually half a dozen or more ships grounded at the starport.

The local businesses are all family-owned, have been for decades, and have remarkably widespread reputations, considering their actual size. For the best dark beer in Diaspora Sector, go to Mujiba's Rod and Gun Club (known almost universally as Mujiba's Knife and Gun Club, but not to Mujiba's face) and ask for the house label, which is usually the only beer Mujiba has in stock anyway. For great food (and dishes you've never even heard of before), visit Hong's Far Spinward Grill. But if you have a flutter in the jump drive, take it to Jo's.

The starship maintenance facility at Berens has been owned and operated by the Donskoi family for three generations now; originally it was Cleon's Garage, then Pablo's Garage, and now (since Pablo's death a year ago), Jo's Garage. Jo is Pablo's daughter and, despite her youth, she is one of the best mechanics in Diaspora Sector, having virtually grown up in the garage. Her mother died when she was an infant and her only brother signed on with a Free Trader five years ago, leaving her to carry on the family business, which she is delighted to do.

Career Path

1189-1192 Mechanic

1193-1196 Mechanic

1197-1200 Mechanic

Initiative: 2

Combat Assets: Armed Martial Arts (Pole Arm) 3/10, Unarmed Martial Arts 2/9

Other Assets: Admin/Legal 2/8, Bargaining 2/8, Communications 1/7, Computer 2/8, Electronics 3/9, Environment Suit 2/7, Ground Vehicle (Wheeled) 2/8, Hovercraft 1/7, Intrusion 1/7, Language (Vilani 1/7, Droyne 1/7, Vegan 1/7), Leadership 1/7, Machinist 2/8, Marketing 1/7, Mechanic 6/13, Pilot (Interface/Grav) 2/8, Ship's Engineering 2/8, Starship Architecture 1/7, Streetwise 1/5, Willpower 2/6, Zero-G Environment 1/6

Appearance: Jo is solidly built and very strong for her size. Like her father, she has rusty-red hair and a splash of freckles across her face. Her (normally grease-streaked) face usually will have an open, friendly expression, but she is cautious and reserved around strangers. Her normal attire is a dirty jumpsuit with her hair pushed up under a red ballcap worn sideways on her head. Formal attire consists of a clean jumpsuit and no ballcap.

Personality: Jo is a person who has found her niche in life. She likes people and loves starships, and so she is happy in her work and has a cheerful outlook on life. Although she doesn't think much of the Guild, she knows a number of Guild star crews who she thinks are pretty decent people stuck in a bad situation. She knows almost nothing about the Coalition except what the Guild and Free Traders tell her, but she is not one to make up her mind based on second-hand rumors. She will be cautious when dealing with Coalition personnel, but is basically an open-minded person with a high opinion of the human race in general.

Motivation

Spade 5: Jo is anxious to expand the starport maintenance facility, and to that end now has four mechanics working for her. (Her father had only two.) She has had business cards printed up and gives them out in quantity to anyone whose ship she works on, encouraging them to spread them around to other ship captains and at other ports of call. Her secret ambition is to someday reopen the now-derelect orbital facility and restart the shipyards there; she knows that you can only repair ships so long, and she is anxious to be part of their actual design and construction.

Heart 3: Jo is a cheerful, friendly person, with an optimistic outlook on life and an inclination to think the best of people until they force her to revise her opinion downward.

Refereeing Jo: Player characters are likely to hear about Jo long before they meet her, probably from Free Trader contacts or at a starport bar or maintenance facility. They will only meet her if they go to Berens and have work done on their vessel. Because Berens is far from the Coalition and fairly close to prime Guild territory, Jo and the rest of the business owners are under increasing pressure to sell out to the Guild and become employees. Only the tremendous goodwill enjoyed by Jo and the other business owners with Guild captains and crews prevents the Guild leadership from making a direct move against them. Indirect pressure and acts of violence and/or intimidation are possible, however, and this could form the basis of an adventure with Jo and the player characters when they finally reach Berens.

Possessions: Jo deals almost entirely on a cash or barter (for needed parts) basis, and business is good enough for her to pay her bills and keep the business solvent. She never has a lot of extra cash, however, as she believes in reinvesting the profits into the business to make it grow (which is why her work force is larger than before). While she has excellent tools and an impressive parts inventory, she has virtually no personal possessions, and she lives in a cluttered three-room apartment adjacent to the garage's machine shop.

Quotations:

"No, Pablo ain't here no more. He's dead, okay? That's why it's called Jo's Garage now, not Pablo's Garage."

"What do I look like, a friggin' banker? No credit!"

"Hey, where'd you get *that* beauty? I haven't seen one like her since I was a kid. She still got her original electronics suite? Cool!"

"Sure I can rewire it. What do you think, I'm just some bimbo, or what?"

"You threatening *me*? How about I just wrap this torsion bar around your head?"

Hit Capacity

Head: 10

Chest: 36

Other: 24

Wt: 69 kg

Load: 36 kg

Throw Range: 28 meters

Unarmed Combat Damage: 1

Contacts: 4 Specialists (mechanics, electricians, etc.)

STAR VIKINGS

Personalities



M. Gengghis



M. Genghis, Age 41 in 1201

Occupation: Hiver envoy

Description

Because Hiver society and physiology are so different from human equivalents, character generation (including some attributes) is different as well, and so this Hiver NPC differs from the other NPCs in this book in that it is presented as a more detailed version of a template NPC, rather than a fully realized player character. For details on Hiver character generation, consult GDW's *Allens of the Rim* sourcebook.

Background: Genghis was born sometime during 1160 (Hiver actual birth dates are not recorded) on Guaran. After completing its education, Genghis became involved in ambassadorial work to several worlds in the Hive Federation (a very high-priority mission following reestablishment of interstellar travel), and then became interested in the missions sent to the Old Expanses. Genghis became involved in the topical clubs engaged in the early discussions concerning the alarming situation in the human Wilds.

Genghis was in the early delegations to the worlds which later became the Dawn League and then the Reformation Coalition, and sometime in this period it was awarded the honorific title of Manipulator (indicated by the addition of the letter M before the name), presumably for work with the emerging coalition of human worlds. The importance of its manipulation can be judged from two items of evidence. First, M. Genghis is treated with considerable respect and deference by most of the Hiver merchants, faculty, and technical representatives, despite its comparatively young age. Second, neither the Hivers in general nor M. Genghis in particular have been willing to disclose the details of its manipulation to humans.

Genghis is now a roving envoy throughout Coalition Space and the areas immediately surrounding it, and it often cooperates with human strategic planning groups.

Initiative: Novice NPC

Combat Assets: Energy Pistol

Other Assets: Computer 10, Language (Anglic 10, Ithklur 12), Psychology 16, Bargaining 12

Appearance: To non-Hivers, most Hivers look pretty much the same. Player characters who have spent a great deal of time around Hivers will be able to recognize M. Genghis by the subtle shadings of its hide and the characteristic way that it holds its head, particularly when intrigued by something that it is examining.

Personality: Genghis is a powerful and influential Hiver, positions which it uses to better carry on its studies and work in the Old Expanses and Diaspora sectors. Genghis enjoys the company of humans and actively seeks it out, all the time studying their personalities as it socializes with them. It is much given to minor "manipulations," wherein it will conduct secret mental experiments concerning what stimulus is required to result in a specific human behavior (aside from openly asking, which would prove nothing).

Motivation

Spade Jack: M. Genghis (as befits a recognized Manipulator) is extremely curious, and is liable to be distracted from the task at hand by any interesting or unusual phenomena which comes along.

Heart 9: Genghis likes humans very much, and has dedicated many years of its life to helping make the Old Expanses experiment bear fruit. From its years of contact with humans, it has learned much about their psychology and personalities, and has even acquired some rudimentary human behavior patterns. As a result, Genghis is much more accessible and understandable—more "human"—than most Hivers.

Refereeing M. Genghis: Genghis will be encountered almost exclusively in an official capacity. It will either have planned a mission, in which case it will participate in the briefing and perhaps accompany the mission team to provide oversight, or it will be on a mission of its own completely unrelated to that of the player characters, and the encounter will be completely by chance. The players may even be assigned as additional bodyguards for the Hiver, which would give them a chance to meet the Ithklur Marines normally assigned as its guards.

Possessions: Hivers have very few personal possessions, but generally have access to considerable equipment to accomplish whatever mission they have undertaken. M. Genghis will always have a translator box, and it usually carries a Hiver automatic pistol in a holster on its utility harness. The two or three Ithklur Marines who are its nearly constant companion are its real weapons of defense.

Quotations: Hivers are naturally mute, but their translators enable them to make a fair approximation of human vocal speech. The words are usually lacking the rich emotional subtleties of the spoken word, however, and have a machine-like character to them which is not the product of the translating equipment, but rather the speaker itself.

"Manipulation has such a frightening connotation to you. You associate it with power. But for us, it is only curiosity. We do not manipulate to control, we manipulate to understand. Think of us simply as empiricists; to learn, we conduct controlled experiments, based on a clear *a priori* hypothesis as to the results of the experimental manipulation. If the hypothesis is confirmed, we have learned something valuable about behavior, that's all. What is so sinister about that?"

"We helped the Ithklur to find their place in the universe. We are having a harder time identifying exactly what your place might be. Do you have any idea how interesting you are?"

Hits:

As stock NPC (20 + 20)

Wt: 90 kg

Load: 40 kg

Throw Range: 24 meters

Unarmed Combat Damage: 1

Contacts: 5 Hiver (Government and Academic)
3 Human Government

STAR VIKINGS

Personalities



Assa Sanok't'kia
(or Sanok*kia)



Assa Sanok't'kla (or Sanok*kla), Age 29 in 1201

Occupation: Ithklur Marine

Attributes

STR: 12	INT: 9
AGL: 8	EDU: 2
CON: 9	CHR: 5
SOC: 4	

Background: Assa Sanok't'kla was born on 002-1172 on Eethk't'klaa, the Ithklur homeworld in the Hive Federation (known to the Hivers as Tryylin). At an early age he showed both great physical accomplishments and a keen intellect, and after induction into the Marines was soon selected for honor guard duty with delegations into the Wilds. He has been in combat over a dozen times and has always performed well, even by the exacting standards of the Ithklur, so much so that his prowess is becoming something of a legend among the Ithklur Marines. He is being spoken of openly by other Marines as a "Blissful Warrior," a state of physical and spiritual harmony and development often aspired to by Ithklur but seldom attained.

Career Path

1189-1192	Marine
1193-1196	Marine
1197-1200	Marine

Initiative: 5

Combat Assets: Armed Martial Arts (Long Blade) 1/13, Autogun 1/13, Energy Artillery 1/9, Energy Weapon (Rifle) 1/13, Forward Observer 1/10, Grenade Launcher 1/13, Heavy Artillery 1/13, Slug Weapon (Rifle) 3/15, Tac Missile 2/10, Thrown Weapon 3/11, Unarmed Martial Arts 5/17

Other Assets: Acrobatics 1/10, Carousing 1/6, Computer 0/2, Environment Suit 1/9, Grav Belt 1/9, Ground Vehicle (Wheeled) 1/9, Languages (Hiver 4/9, Anglic 1/6), Mechanic 1/13, Navigation 1/10, Painting 2/11, Stealth 1/9, Survival 1/10, Swimming 2/11, Willpower 1/10

Appearance: Sanok't'kla is large even by Ithklur standards, standing slightly taller than two meters. His face is broad and dominated by alert, intelligent eyes, and player characters familiar with Ithklur facial expressions will recognize his as usually friendly and cheerful. Most Ithklur are full of nervous energy, and fidget almost constantly when standing still, but Sanok't'kla is extremely calm by comparison, with only an occasional twitch of his tail betraying any restlessness. When on duty, he wears a simple and largely unadorned Marine body suit and load-bearing harness, but off-duty he wears the brightly colored and heavily fringed clothes Ithklur are known for.

Personality: Sanok't'kla is thoughtful and philosophical by Ithklur standards, as befits someone aspiring to the Blissful Warrior state. Although he shows the usual Ithklur lack of almost any technical education, player characters who spend time with him will eventually discover that he is extremely intelligent and will often make startlingly insightful observations about human nature and the workings of the physical universe. All of these, of course, will be filtered through the perceptual framework of a being whose psychology can best be described as a cheerful killer.

Motivation

Heart King: Sanok't'kla did not originally set out to be viewed as a Blissful Warrior, but since it seems that that status is being thrust upon him, he takes its responsibilities very seriously. He holds himself to an extremely strict standard of honor and ethical behavior, always mindful that many younger Ithklur will look to him as a role model. At the same time, he is continually thinking about his role and the way Ithklur fit into sentient society, trying to understand that relationship instead of simply taking it for granted.

Club 3: Sanok't'kla is not murderous (by Ithklur standards), but he leads a violent life, and the issue of violence is one with which his mind is often occupied. He spends much time thinking about and trying to understand violent behavior in himself and others (but without believing that there is anything wrong with violence *per se*).

Refereeing Sanok't'kla: Sanok't'kla will hardly ever be encountered except in the company of a Hiver, either as part of a guard of honor or as a personal bodyguard for a fairly important Hiver technical representative or strategic planner. He could, for example, be encountered as the bodyguard for M. Gengis (pages 90-91). It is also possible that a mission of particular importance to the Hivers might lead them to lend one or more Ithklur Marines to an RCES raiding force, particularly if the Ithklur in question have previous experience on the target world. This is another possible way for player characters to encounter Sanok't'kla.

Possessions: Sanok't'kla leads a simple, ascetic lifestyle, and has few belongings beyond his clothing and weapons. He is an accomplished amateur painter, and his gauss rifle and pistol are beautifully decorated. His hobby is the painting of carved ornamental daggers, although he never sells the end result, instead always giving it away to a comrade. As Sanok't'kla's fame spreads, ownership of a dagger gift from him is becoming an increasingly recognized item of status. If Sanok't'kla gives a dagger to a player character as a sign of friendship or gratitude, displaying the dagger to other Ithklur later will almost certainly gain a measure of respect from them. (Sanok't'kla's style is sufficiently distinctive that it can be recognized by those familiar with it.)

Quotations:

"The Hivers understand us. They take us everywhere we need to go and attend to all the boring details."

"You humans are so self-destructive! Violence erodes your spirit, because to kill you make yourself hate, and like acid the hatred eats away at you. Love your enemies as you kill them. Be free."

Hit Capacity

Head: 18
Chest: 63
Other: 42

Wt: 111 kg

Load: 63 kg

Throw Range: 48 meters

Unarmed Combat Damage: 6

Contacts: 3 Military

A Note on Ithklur Pronunciation: The "t'" sound in Ithklur is invariably described as a click, but it is different than the common click found in human languages (a typical example being ancient Terran Bushman), which is usually a full sound made well back in the throat. The Ithklur click, which cannot be exactly duplicated with the human mouth, is closer to a click made in the front of the mouth with the tongue and mouth roof. It is sometimes transliterated as "t'" with the first apostrophe representing a glottal stop and the second representing a transition of the tongue from the front of the roof of the mouth back toward the throat. The "glottal stop-tee" version is widely viewed as an acceptable alternative pronunciation.

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