TRAVELLER - ANNIC NOVA 27 MAY 2016

LISA: 3rd Officer Herminia Faustina F

FELIPE: Captain Martin Greenberg m

TYE: 1st Officer Claudia von Epstein F

114-1105

All back on Empress Nicholle

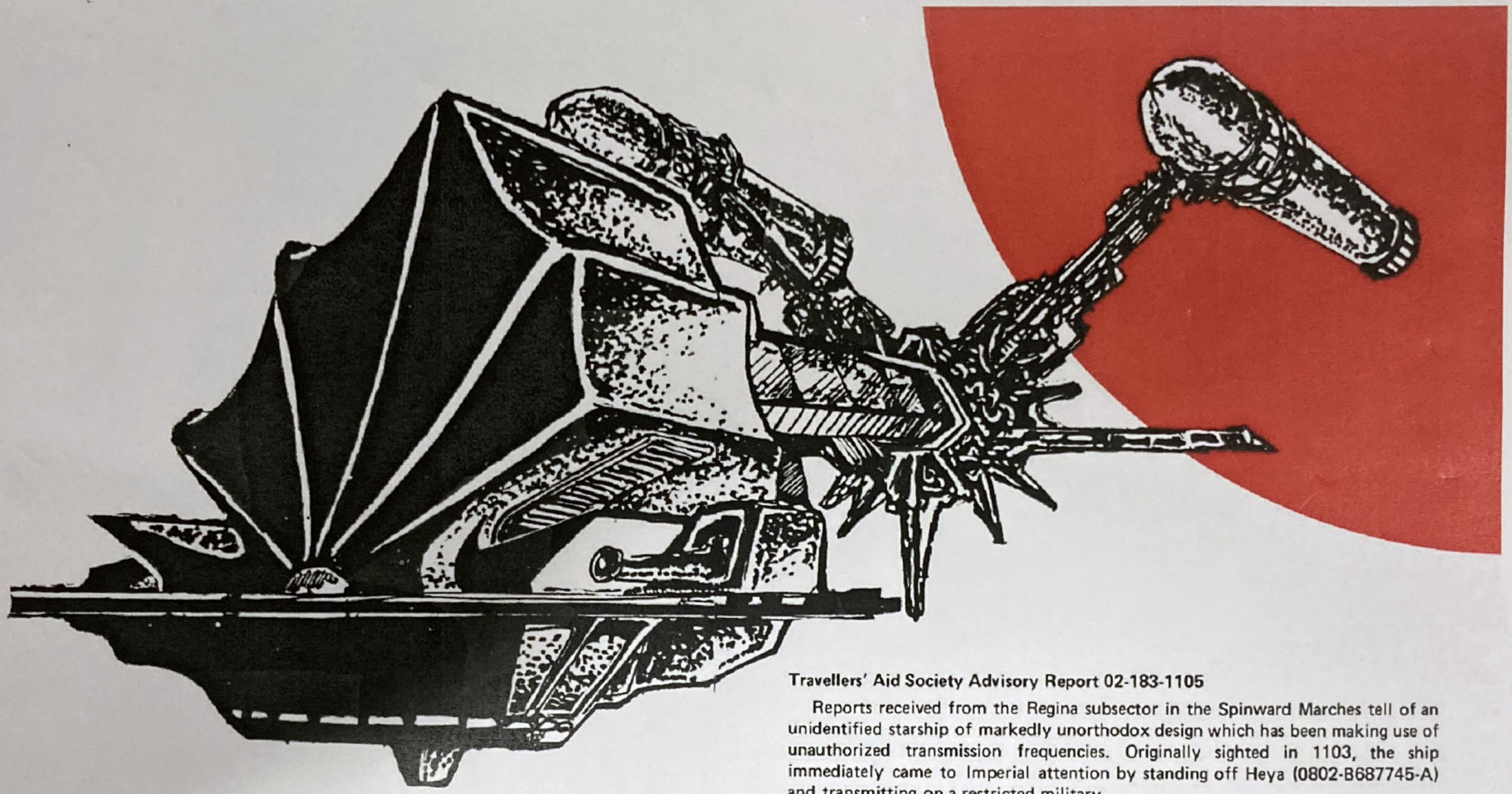
ANNIC NOVA, PART 2 29 MAY 2016

Mains Tye

SANDRA: 1st Officer

NECTOR TORRES: 2nd Officer / Engineer

Spare Co



Travellers' Aid Society Advisory Report 02-183-1105

Reports received from the Regina subsector in the Spinward Marches tell of an unidentified starship of markedly unorthodox design which has been making use of unauthorized transmission frequencies. Originally sighted in 1103, the ship immediately came to Imperial attention by standing off Heya (0802-B687745-A) and transmitting on a restricted military band. Interceptors scrambled immediately, but the ship jumped outsystem while the fighters were at extreme range.

Later reports have placed the ship at Kinorb (0602-A663659-5) where it stood off for nearly five weeks without any contact, then jumped. The lack of local bases or traffic made interception impossible.

SCANNER DATA

Mass Displacement:	500 - 800 tons
Jump:	at least 2
Maneuver:	2G (?)
Armament:	unknown

Last known contact took place off Dentus (0601-C979500-A) whrere the local scout base immediately set five Type S scouts on contact duty. Although the unknown immediately jumped, some basic data was recovered from scanners.

Reports of additional sightings should be forwarded to the local Travellers' Aid Society for central consolidation.

Felipe Morales

AN-1

PERSONAL DATA AND HISTORY

1. Date of Preparation: 3 D E I Ed 55

2. Name: MARTIN GREENBERG

3. UPP: 7 7 9 C 9 9

4. Noble Title:

5. Military Rank:

6. Birthdate: 56

7. Age Modifiers *(+ for drugs; – for sleep)*:

8. Birthworld:

SERVICE HISTORY

Personal service data produced from appropriate historical and personal records.

9. Service: MERCHANT

10. Branch:

11. Dischargeworld:

12. Terms Served: 7

13. Final Rank: CAPTAIN

14a. Retired? ☒ Yes ☐ No

14b. Retirement Pay:

15. Special Assignments:

16. Awards and Decorations *(include Combat Commands, Commendations, Medals, etc.)*:

17. Equipment Qualified On:

18a. Primary Skill: PILOT-2

18b. Secondary Skill: ELECTRONICS-3

18c. Additional Skills:
VACC-1
CUTLASS-1
DAGGER-1
BODY PISTOL-1
SMG-1

19a. Preferred Wpn: SMG

19b. Preferred Pistol: BODY PISTOL

19c. Preferred Blade: CUTLASS

20. TAS Member? ☐ Yes ☐ No

PSIONICS

Warning: Information regarding an individual's psionic ability is confidential, and may not be released without consent.

21. Date of Test:

22. PSR:

23a. Trained? ☐ Yes ☐ No

23b. Date Completed:

24. Talents and Current Levels:

25. Name

CASH ACCOUNTS

Data concerning the individual's financial affairs and cash availability.

26. Cash Status *(note cash available to the individual)*

Cr 400

INVENTORY

Information on personal inventory and possessions, including vehicles.

27. Personal Possessions

ELECTRONICS TOOL SET

SMG

5 SMG CLIPS (30 rounds / clip)

28. Vehicles

Traveller

27/5/16

1114-1105

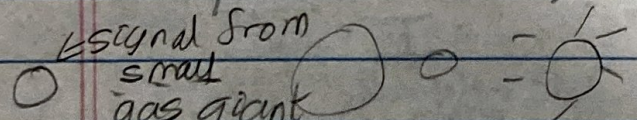
Annic Nova

captain Far Trader

Kris - GM
Tye - 1st Officer - Claudia Von Epstein
Felipe - Captain - Martin Greenberg
Lisa - 3rd officer, Merchants, Herminia Faustina
SHIP - Empress Nicole - a far trader - to Spinward Marches
- Keng system, (100m people)
- Basic starport, tainted, dry atmosphere
- Religious dictatorship

FIND SHIP!

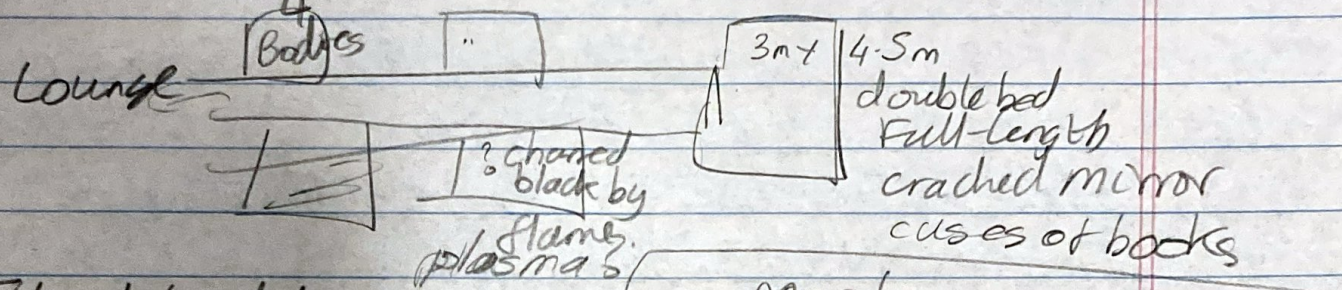
- TAS report - unidentified ship has been transmitting - sounds like Noise, electronic,
- plan go to Regina to sell local coffee
Pick up transmission, tricengulate to keng system



- go to check it out - signal on imperial Emergency channel
- Looks like it says Annic Nova on sides
- nonstandard design 8hrs per O_2 tank
- see if elevator works
- Spend ~4 hrs on bridge,
- can't read logbook
- Explore ship, NO Power NO gravity

State Room 4 dead bodies + dirty laundry + filth

4 bodies, humanoid! Bald, 3 adults, 1 child



Illegal to deliver technology here!
Planet has agricultural goods - "pharmaceuticals"

map box -
Planet = Victoria (70% H2O)
Earth-like, thicker, contaminated atmosphere

Take Envelope +

3 Full length mirror w/ POWER/ electronics

Border dock
Electronics dice.

I, V
pod 1, pod 5

Children's books
BACK to our ship.
Open envelope. Pictures of important aliens
w/ marks JO + IN + INO

I
V
7
Λ

Λ⊓⊓IC ⊓⊡VA 29/5/16
4 00 00 , 9 00 024

Annic Nova

Kris - GM
Sandra - 1st Officer Claudia Von Epstein
Felipe - Captain Martin Greenberg
Hector 2nd Officer - Tiberius Ryker McCoy
Lisa - 3rd Officer - Herminia Faustina

KengSystem Crew on Merchant Ship - independent freighter.
- Airlock docked to 'Alien' ship - inner valve a little smaller on alienship.
- last time - explored bottom 2 decks, including bridge
- Technology is smaller, alien & imperial looking
- ship has appeared in several systems, sends out static on military channel.
→ money? JO$ IN$ INO$ (from envelope b)
- Technology - familiar but alien!
  - 2 sets of Jump Controls
  - Blueprint - in Captain's room by bridge!
  ~~Shut all doors~~, take a look, find engine room
  Take BLADE, be ready to turn on Power

cutlass Blade

WORK OUT NUMBERS

I, V, 7, Λ, J, U, L, Γ, C, 10, 11, IV ...
⊓ = "00"

Machine Shop - Heat vents INTO this room!
need mechanical 2 or better to use.
Hydroponics Area - overgrown. 25°C

TURN ON GRAVITY -
- Big metal - Herminia does not recognise.

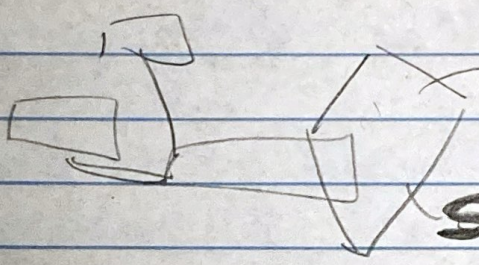
Wall Patches 11

Claudia
Tiberus
Martin
Herminia

scarab
pinnace

Metal w/ silver bars & bolts. found power supply.
Jump drive controls, + engines one side Bigger Jump 2 Jump 3
Pick up fruit, Launch a missile (loops)
or drone - Front of ship opened up!

Check rooms -



Solar collector!

pulse turrets.

Forward cargo area
Rear " " - cabinets

cool new vacc suit! makes own O2! 3 of them!
O2 regeneration system built onto fabric!
Annic Nova Vacc Suit - Find 3,
Herminia & Tiberius keep 2,
other worth 40k credits

50kg Tobacco - for 20k credits!

sell ship to Travellers' Aid Society
for few million Cr
keep some tobacco, sell rest
keep Vacc Suit

"Hermie" LISA MARKUS AN-4

PERSONAL DATA AND HISTORY

1. Date of Preparation: 27/5/16

2. Name: Herminia Faustina

3. UPP: B 5 9 8 4 8

4. Noble Title

5. Military Rank

6. Birthdate: 30 (STR / DEX / END / INT / EDU / SOC) Social Status

7. Age Modifiers *(+ for drugs; – for sleep)*

8. Birthworld

SERVICE HISTORY

Personal service data produced from appropriate historical and personal records.

9. Service: MERCHANTS

10. Branch

11. Dischargeworld

12. Terms Served: 3

13. Final Rank: THIRD OFFICER

14a. Retired? ☐ Yes ☒ No

14b. Retirement Pay

15. Special Assignments: on the Empress Nicole – a Far Trader

16. Awards and Decorations *(include Combat Commands, Commendations, Medals, etc.)*

17. Equipment Qualified On

18a. Primary Skill: GUNNERY-2

18b. Secondary Skill: ✓COMPUTER-1

18c. Additional Skills:
✓VACC-1
MECHANICAL-1
ELECTRONICS-1
BLADE-1

19a. Preferred Wpn

19b. Preferred Pistol

19c. Preferred Blade

20. TAS Member? ☐ Yes ☐ No

PSIONICS

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22. PSR

23a. Trained? ☐ Yes ☐ No

23b. Date Completed

24. Talents and Current Levels

25. Name Herminia Faustina

CASH ACCOUNTS

Data concerning the individual's financial affairs and cash availability.

26. Cash Status *(note cash available to the individual)*

Cr 0.000

INVENTORY

Information on personal inventory and possessions, including vehicles.

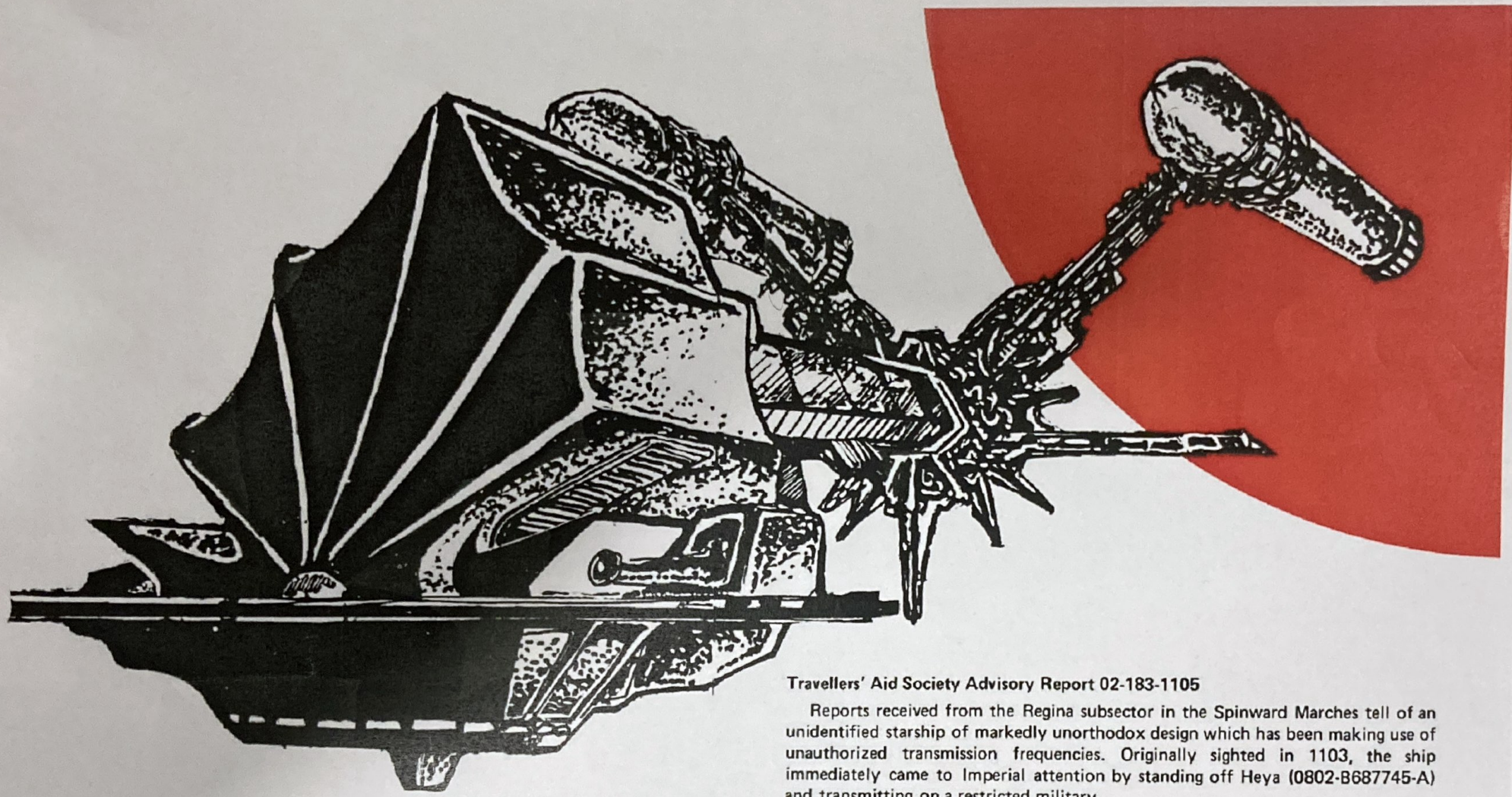
27. Personal Possessions

BLADE

MECHANICAL TOOL SET

AnnicNova Vacc Suit - O_2 regeneration system built into fabric!

28. Vehicles



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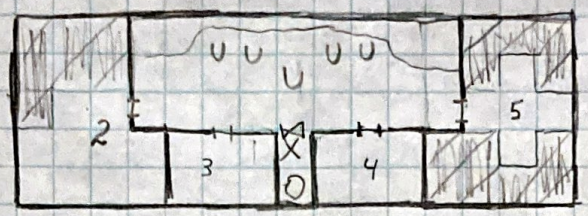
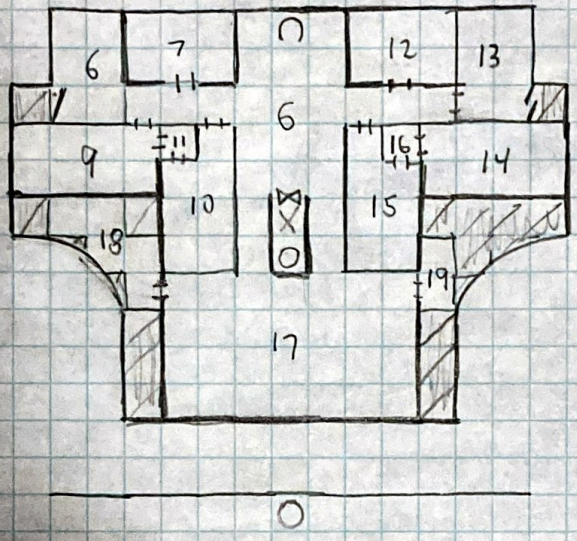
ANNIC NOVA

DECK I



DECK V



ANNIC NOVA

ΛΠΠΙC ΠΟVΛ SHIP

ΛΠΠΙC ΠΟVΛ I PORT POD

ΛΠΠΙC ΠΟVΛ V STARBOARD POD



JO $

IN $

INO$

□ = 0
I = 1
V = 2
ㄱ = 3
Λ = 4
ㅓ = 5
ㅁ = 6
ㄴ = 7
ㄷ = 8
ㄷ = 9
ㅠ = 00

It is important to remember that these demountable tanks are not collapsible. When removed or not in use, they still take up 40 tons of space, and must be stored or warehoused in some manner.

THE FAR TRADER

The basic ship involved in free trade is called the free trader. Variations on the basic ship have resulted in variations in the name. The subsidized merchant, partly because of its size, and partly because of its subsidy, is called the fat trader. Some well-equipped high-G traders employed beyond the Imperial border are called fast traders. The type A2 far trader derives its name from its jump capability: its drives are capable of jump-2, twice what the standard free trader can do.

The far trader can be encountered anywhere in the Imperium. It ranges far and wide, and deals with every world it finds. Even amber zones and red zones are not considered off limits by its captains, provided there is profit to be made and the risk of being caught is slight.

Far Trader (Type A2): Using the type 200 hull, the far trader is capable of 1-G acceleration and jump-2. Fuel tankage is 50 tons, and the ship incorporates fuel scoops for gas giant skimming. The bridge is standard and has a computer Model/1-bis installed. Two tons of fire control support the ship's two turrets. The ship has ten staterooms (three for the crew; seven for the passengers) and four low berths. A single air/raft is carried for various ship duties. The ship itself is streamlined for atmospheric landings. Cargo capacity is 61 tons.

The far trader costs MCr66.175 to construct. The price includes architect's fees and design plan costs, but does not include weaponry to be added later.

Interior Details: The far trader is constructed on a two level system. Cargo, bridge, and some drives are on the lower level; passengers, fuel, and power plant are on the upper level.

The bridge occupies the forward port section of the lower deck. Its two control positions are surrounded by transparent screens allowing a view of forward and above. Note that the lower level extends farther forward than the upper level. Behind the bridge proper is the computer room (2) and a spare stateroom. When fewer than seven passengers are carried, this stateroom is used for the crew on duty; otherwise, it holds a single passenger. A common area (5) is used for passenger reception, after which they use the lift shaft to the upper passenger deck. In flight, the common area is a crew lounge.

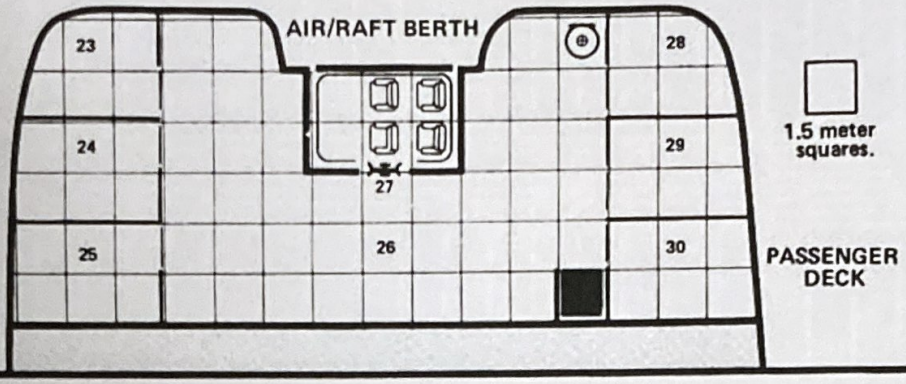
The forward starboard section of the lower deck is crew quarters. The spacious captain's cabin (22) has transparent screens along one wall and above as a skylight. Bordering the three cabins is the life support equipment and atmosphere recyclers.

Between the crew quarters and the bridge is the forward cargo loading ramp. Although this ramp and door is not equipped with an air lock, it does allow a straight vehicle approach for cargo loading on hospitable worlds.

The upper level forward is the passenger deck. Six passenger staterooms line the outer bulkheads while a large central area (26) provides recreational facilities and a galley. The grav plate floor fields for individual staterooms and for sections of the common area may be adjusted from 0.1 to 2.0 G, depending on the preferences of individual passengers. Centered above the cargo loading ramp is the ship's air/raft, with easy access and launch from inside the ship.

The center of the ship is occupied by the 61 ton cargo bay. Reinforced deck

Empress Marava



200-ton Far Trader

Tonnage: 200 tons (standard displacement). 2800 cubic meters.
Dimensions: 49.3 meters long by 28.5 meters wide by 8.7 meters high.
Crew: Three. Pilot/navigator, engineer, and steward/medic. In addition, two gunners may be carried as needed.
Acceleration: 2G. Normal operations and cruising at 1G.
Jump: 2. One jump-2 or two jump-1. Jump governor installed.
Power Plant: 2. Supports both maneuver and jump drives.
Engineering: Dupree drives with Halonic Duplex power plant.
Gravitics: Adjustable 0.1 to 2.0 floor fields. Inertial compensators.
Range: Four weeks maneuver. One jump-2. Three months.
Cargo: Seven passengers. Four low passengers. 46 tons of cargo.
Armament: Port and starboard hardpoints, each with a dual laser turret standard. Optional weaponry available.
Electronics: Model/1bis or equivalent. Entertainment consoles.
Ship's Boats: No auxiliary vessels. One four-passenger air/raft carried over the forward cargo loading ramp with interior boarding and access. Used for errands and has limited sub-orbital capability.

Air/Raft

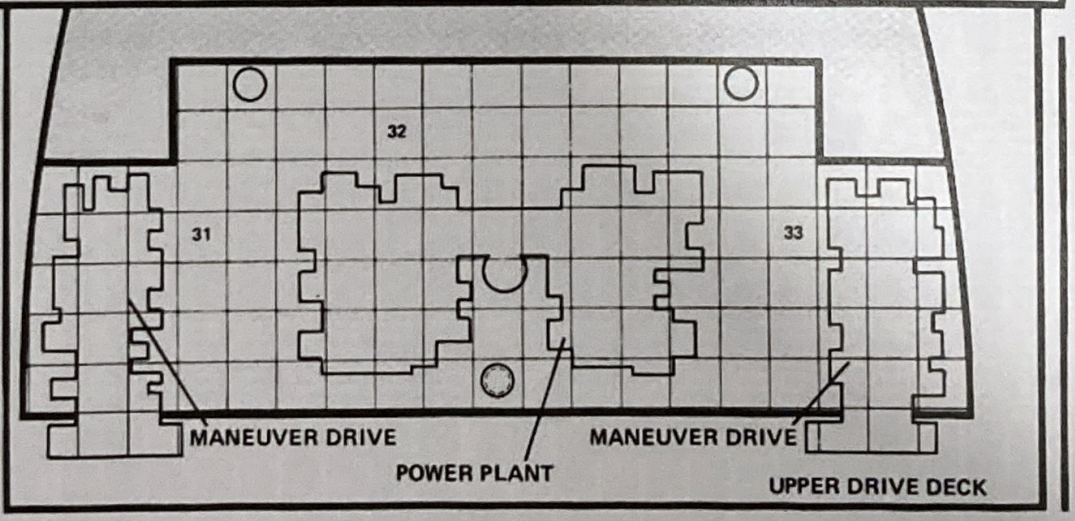


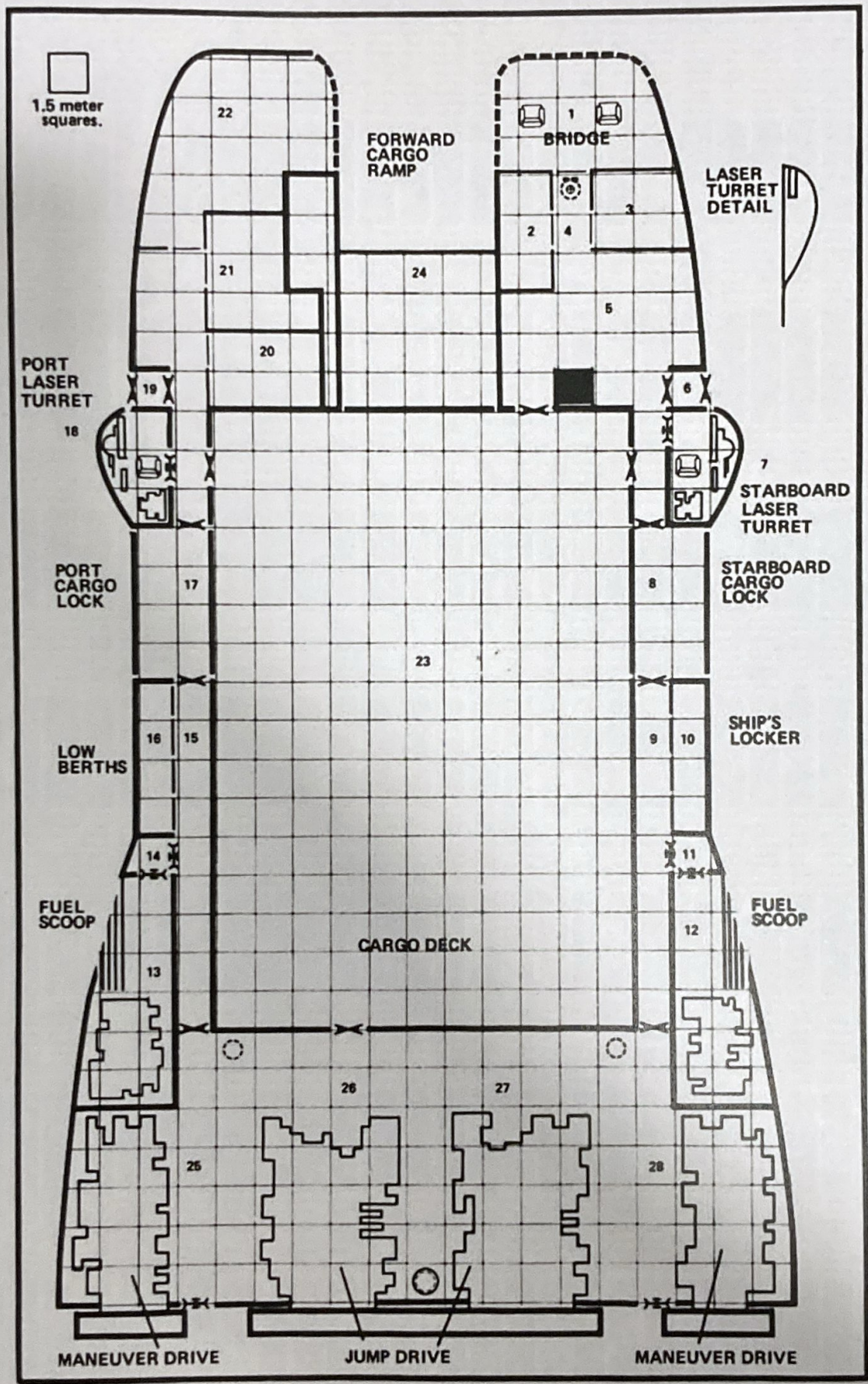
The Ling Standard Products open-topped air/raft is a dependable air vehicle for the many missions and errands that must be performed by a merchant ship, but which do not call for the trouble or the expense of moving the entire ship. Passenger transfers, cargo loading, liberty runs, sales missions, and side errands all fall to the air/raft.

Tonnage: 4 tons.

Cargo: 4 tons, including up to four passengers.

Performance: 100kph cruise speed. Sub-orbital position from surface in approximately six hours. Unlimited endurance.




1.5 meter squares.
FORWARD CARGO RAMP
BRIDGE
LASER TURRET DETAIL
PORT LASER TURRET
STARBOARD LASER TURRET
PORT CARGO LOCK
STARBOARD CARGO LOCK
SHIP'S LOCKER
LOW BERTHS
FUEL SCOOP
FUEL SCOOP
CARGO DECK
MANEUVER DRIVE
JUMP DRIVE
MANEUVER DRIVE
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planking and strategically placed tie-downs make the bay capable of handling modular cargo containers, palletized shipments, or individually packaged items and bulky mechanisms. Above the cargo bay is the ship's 50 ton fuel tankage.

To both port and starboard on the lower level, corridors run the length of the ship, connecting the forward control areas with the aft drive rooms. Each corridor provides access to the ship's turrets, to a cargo air lock, and to the fuel scoop and purification mechanisms. The port corridor provides access to the ship's four low berths. These low berths were originally intended for carrying livestock in the 100 to 400 kilogram range. For this reason, the berths are close to the port cargo lock, and the entire area can be sealed off with hatches and doors in the event that an animal gets loose. The starboard corridor provides access to the ship's locker, which contains the ship's armory, survival equipment, cold weather clothing, and other essential materials.

Aft, the drive rooms contain the ship's jump and maneuver drives, with the power plant mounted transversely on the upper deck.

Weaponry: The ship's two weapons turrets provide tremendous potential for armament in the event that the ship should require it. The standard weapon mix for the ship is two dual laser turrets. Gaining favor, however, among free traders is a homogeneous mix consisting of one laser, one missile rack, and one sandcaster in each turret. The result is a set of weapons that can respond to many different threats and penetrate the defenses of several different types of targets.

The Air/Raft: The ship's air/raft is a standard vehicle intended to provide the means to run small errands on planet while the ship is in port loading and unloading cargo. Massing four tons, the air/raft is an anti-gravity vehicle capable of lifting four tons, including passengers and cargo. It can achieve 100 kph as a cruise speed, with occasional bursts to 150 kph. In extreme situations, the craft can achieve sub-orbital flight, but this performance requires approximately six hours. All passengers would be required to wear vacc suits, as the air/raft is open and not pressurized.

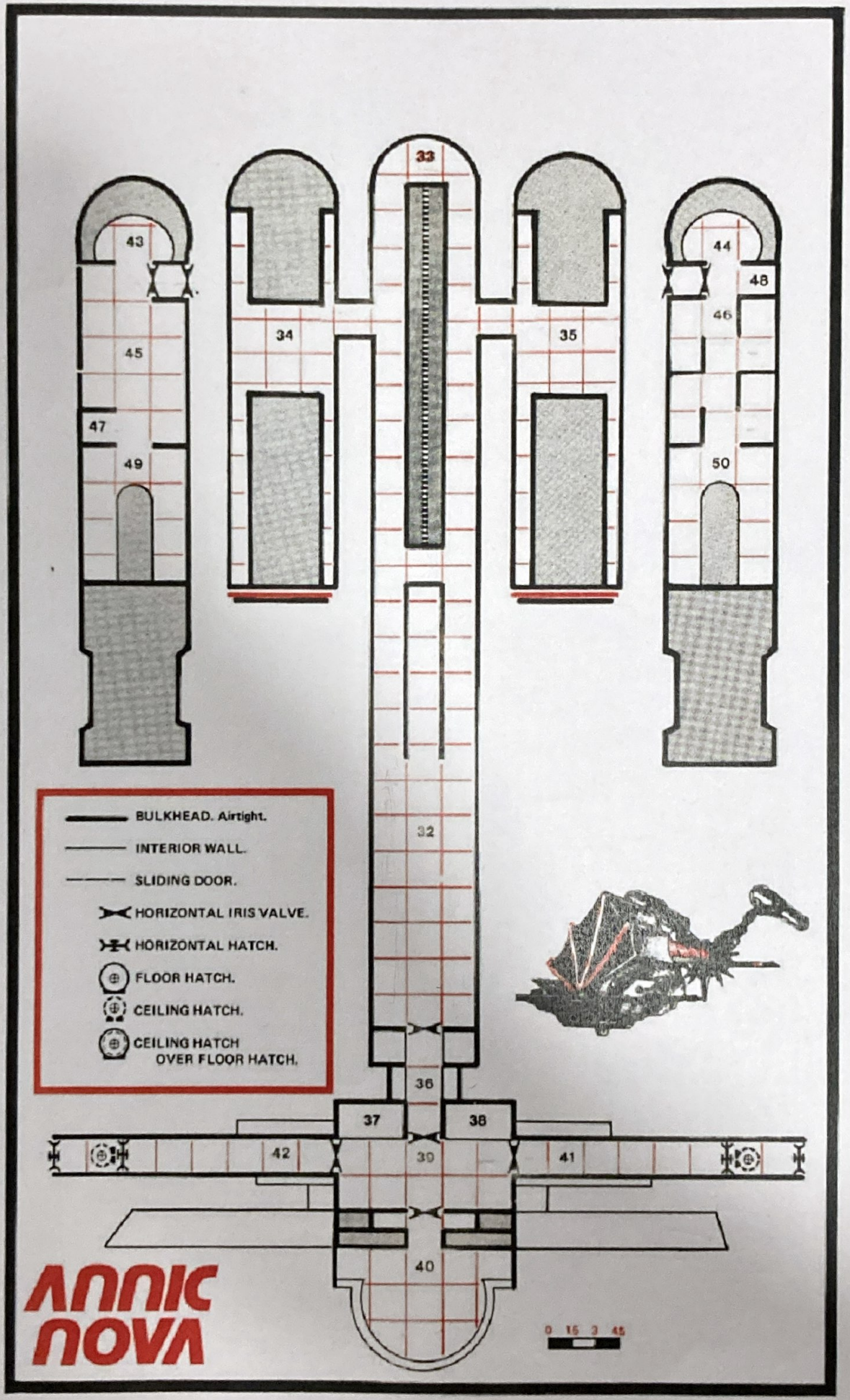
The air/raft operates off capacitors charged from the ship's main power plant. One charge is sufficient for about one week or about 10,000 kilometers of cruising. Recharges take about two hours; since they use energy from the ship they are essentially free.

Peculiarities: The design of the far trader has ship security in mind, and so all passengers are segregated onto a passenger deck. Their access to the bridge and to other areas of the ship is limited. Unfortunately, when a seventh passenger is carried, he or she is berthed adjacent to the bridge. Original specifications did not envision more than six passengers, but the profit motive has led to them being overridden.

Costs and Revenues: The monthly payments for a ship of this type amount to Cr275,729. Further expenses for crew salaries, life support, maintenance, and berthing fees amount to Cr60,714 per month, assuming a jump every two weeks. Fuel is free for the skimming, but would add another Cr5000 per jump when its purchase is required. This type of merchant can gross approximately Cr242,000 per month, assuming a full manifest of middle and low passengers and a full cargo bay at Cr1000 per ton of cargo. Obviously, even with a full load, this ship would be unable to make its payments; it could conceivably come close to breaking even if the crew went on shares and salaries were foregone.

Far Trader *Empress Nicholle* Ship's Locker

Quantity	Item
8	Vacc Suit, each with oxygen tanks for 8 hours, and **medium range commo gear** (
4	Shotgun, each with 10 loaded magazines (10 shots/magazine)
2	Automatic Pistols, each with 10 loaded magazines (15 shots/magazine)
4	Cutlass, each with belt scabbard
1	Long Range Communicator
10	Cable: 250kg @ 1G, 50 meters, weight = 3kg
8	Wall Patches: 10 patches per pack, 10cm x 10cm, patch leaks
3	Extra Capacity Autopistol magazines (30 shots/magazine)
3	Atmosphere Testers: serial numbers: 1099-4899-3, 10992356-2, and 1099-4723-4. Weight 1kg
1	Pocket magnet: 1kg @ 1G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BULKHEAD. Airtight.
INTERIOR WALL.
SLIDING DOOR.
HORIZONTAL IRIS VALVE.
HORIZONTAL HATCH.
FLOOR HATCH.
CEILING HATCH.
CEILING HATCH OVER FLOOR HATCH.
32
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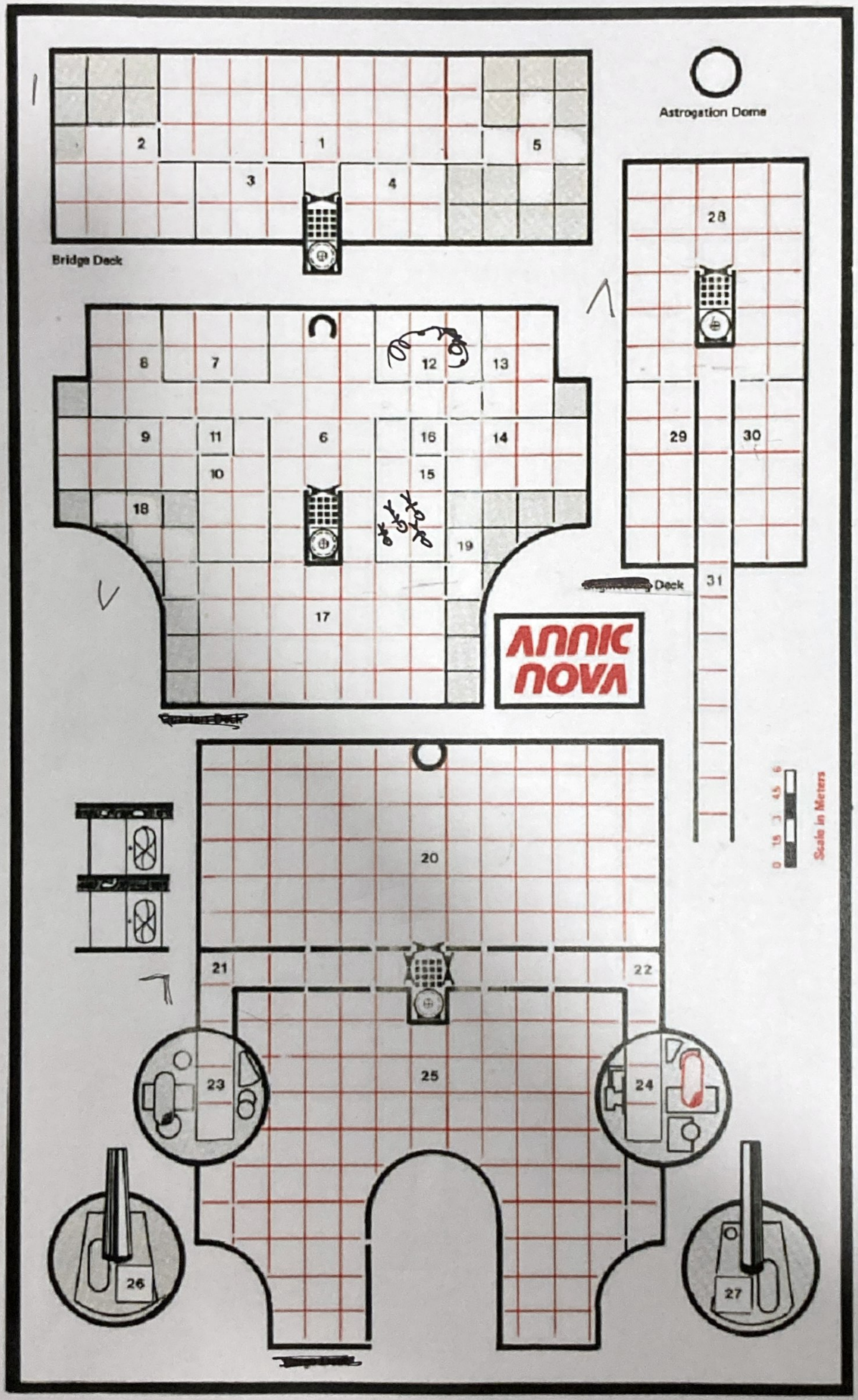
ANNIC NOVA


Astrogation Dome
Bridge Deck
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Deck
ANNIC NOVA
0 15 3 45 6
Scale in Meters

~ Sandra L. Aranda ~

AN-2

PERSONAL DATA AND HISTORY

1. Date of Preparation: Strength Dex End Int. Edu Social

2. Name: Claudia Von Epstein

3. UPP: 6A7C8A

4. Noble Title

5. Military Rank

6. Birthdate: 34 — 10 12 10

7. Age Modifiers (+ for drugs; – for sleep)

8. Birthworld

SERVICE HISTORY

Personal service data produced from appropriate historical and personal records.

9. Service: MERCHANTS

10. Branch

11. Dischargeworld

12. Terms Served: 4

13. Final Rank: FIRST OFFICER

14a. Retired? ☐ Yes ☒ No

14b. Retirement Pay

15. Special Assignments

16. Awards and Decorations *(include Combat Commands, Commendations, Medals, etc.)*

17. Equipment Qualified On

18a. Primary Skill: NAVIGATION-2

18b. Secondary Skill: COMPUTER-2

18c. Additional Skills:
PILOT-1
VACC-1
FORGERY-1
AUTO RIFLE-2
STEWARD-1

19a. Preferred Wpn: AUTO RIFLE

19b. Preferred Pistol

19c. Preferred Blade

20. TAS Member? ☐ Yes ☐ No

PSIONICS

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21. Date of Test

22. PSR

23a. Trained? ☐ Yes ☐ No

23b. Date Completed

24. Talents and Current Levels

25. Name

CASH ACCOUNTS

Data concerning the individual's financial affairs and cash availability.

26. Cash Status *(note cash available to the individual)*

Cr 100

INVENTORY

Information on personal inventory and possessions, including vehicles.

27. Personal Possessions

AUTO RIFLE
5 AUTO RIFLE CLIPS (20 rounds/clip)

28. Vehicles

HECTOR TORRES

AN-3

PERSONAL DATA AND HISTORY

1. Date of Preparation: 5T

2. Name: TIBERIUS RIKER McCOY

3. UPP: 7 5 6 9 8 7

4. Noble Title:

5. Military Rank:

6. Birthdate: 38

7. Age Modifiers *(+ for drugs; – for sleep)*: 34

8. Birthworld:

SERVICE HISTORY

Personal service data produced from appropriate historical and personal records.

9. Service: MERCHANT

10. Branch:

11. Dischargeworld:

12. Terms Served: 5

13. Final Rank: SECOND OFFICER

14a. Retired? ☒ Yes ☐ No

14b. Retirement Pay:

15. Special Assignments:

16. Awards and Decorations *(include Combat Commands, Commendations, Medals, etc.)*:

17. Equipment Qualified On:

18a. Primary Skill: ENGINEER-3

18b. Secondary Skill: MECHANICAL-1

18c. Additional Skills:
VACC-1
JACK-OF-ALL-TRADES-1
GUNNERY-1
AUTO PISTOL-2

19a. Preferred Wpn:

19b. Preferred Pistol: AUTO PISTOL

19c. Preferred Blade:

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CASH ACCOUNTS

Data concerning the individual's financial affairs and cash availability.

26. Cash Status *(note cash available to the individual)*

Cr 500

INVENTORY

Information on personal inventory and possessions, including vehicles.

27. Personal Possessions

ANNICNOVA - VAC SUIT

28. Vehicles

AN-5

PERSONAL DATA AND HISTORY

1. Date of Preparation

2. Name

3. UPP: 7 9 5 8 C 3

4. Noble Title

5. Military Rank

6. Birthdate: 26

7. Age Modifiers *(+ for drugs; – for sleep)*

8. Birthworld

SERVICE HISTORY

Personal service data produced from appropriate historical and personal records.

9. Service: MERCHANTS

10. Branch

11. Dischargeworld

12. Terms Served: 2

13. Final Rank: FOURTH OFFICER

14a. Retired? ☐ Yes ☒ No

14b. Retirement Pay

15. Special Assignments

16. Awards and Decorations *(include Combat Commands, Commendations, Medals, etc.)*

17. Equipment Qualified On

18a. Primary Skill: STEWARD-1

18b. Secondary Skill: BRIBERY-1

18c. Additional Skills:
VACC-1
BODY PISTOL-1

19a. Preferred Wpn

19b. Preferred Pistol: BODY PISTOL

19c. Preferred Blade

20. TAS Member? ☐ Yes ☐ No

PSIONICS

Warning: Information regarding an individual's psionic ability is confidential, and may not be released without consent.

21. Date of Test

22. PSR

23a. Trained? ☐ Yes ☐ No

23b. Date Completed

24. Talents and Current Levels

25. Name

CASH ACCOUNTS

Data concerning the individual's financial affairs and cash availability.

26. Cash Status *(note cash available to the individual)*

Cr 180

INVENTORY

Information on personal inventory and possessions, including vehicles.

27. Personal Possessions

BODY PISTOL

6 BODY PISTOL CLIPS (6 shots/clip)

METAL DETECTOR

28. Vehicles

AN-6

PERSONAL DATA AND HISTORY

1. Date of Preparation

2. Name

3. UPP: A 9 2 7 8 9

4. Noble Title

5. Military Rank

6. Birthdate

7. Age Modifiers *(+ for drugs; – for sleep)*

8. Birthworld

SERVICE HISTORY

Personal service data produced from appropriate historical and personal records.

9. Service: OTHER

10. Branch

11. Dischargeworld

12. Terms Served: 2

13. Final Rank: —

14a. Retired? ☐ Yes ☒ No

14b. Retirement Pay

15. Special Assignments

16. Awards and Decorations *(include Combat Commands, Commendations, Medals, etc.)*

17. Equipment Qualified On

18a. Primary Skill: STREETWISE-1

18b. Secondary Skill: BRAWLING-1

18c. Additional Skills:
SMG-1
VACC-0

19a. Preferred Wpn

19b. Preferred Pistol

19c. Preferred Blade

20. TAS Member? ☐ Yes ☐ No

PSIONICS

Warning: Information regarding an individual's psionic ability is confidential, and may not be released without consent.

21. Date of Test

22. PSR

23a. Trained? ☐ Yes ☐ No

23b. Date Completed

24. Talents and Current Levels

25. Name

CASH ACCOUNTS

Data concerning the individual's financial affairs and cash availability.

26. Cash Status *(note cash available to the individual)*

Cr 1540

INVENTORY

Information on personal inventory and possessions, including vehicles.

27. Personal Possessions

SMG
10 SMG clips (30 rnds/clip)
INFRARED GOGGLES
LOCKPICK SET
RADIATION DETECTOR

28. Vehicles

AN-7

PERSONAL DATA AND HISTORY

1. Date of Preparation

2. Name

3. UPP: 8 9 C 7 8 7

4. Noble Title

5. Military Rank

6. Birthdate: 30

7. Age Modifiers *(+ for drugs; – for sleep)*

8. Birthworld

SERVICE HISTORY

Personal service data produced from appropriate historical and personal records.

9. Service: NAVY

10. Branch

11. Dischargeworld

12. Terms Served: 3

13. Final Rank: LIEUTENANT

14a. Retired? ☐ Yes ☒ No

14b. Retirement Pay

15. Special Assignments

16. Awards and Decorations *(include Combat Commands, Commendations, Medals, etc.)*

17. Equipment Qualified On

18a. Primary Skill: SHIP'S BOAT-2

18b. Secondary Skill: GUNNERY-2

18c. Additional Skills:
VACC-1
SHOTGUN-1

19a. Preferred Wpn: SHOTGUN

19b. Preferred Pistol

19c. Preferred Blade

20. TAS Member? ☒ Yes ☐ No

PSIONICS

Warning: Information regarding an individual's psionic ability is confidential, and may not be released without consent.

21. Date of Test

22. PSR

23a. Trained? ☐ Yes ☐ No

23b. Date Completed

24. Talents and Current Levels

25. Name

CASH ACCOUNTS

Data concerning the individual's financial affairs and cash availability.

26. Cash Status *(note cash available to the individual)*

Cr 290

INVENTORY

Information on personal inventory and possessions, including vehicles.

27. Personal Possessions

ELECTRIC TORCH

LIGHT INTENSIFIER GOGGLES

28. Vehicles

AN-B

PERSONAL DATA AND HISTORY

1. Date of Preparation

2. Name

3. UPP: 6 B 4 3 8 7

4. Noble Title

5. Military Rank

6. Birthdate: 26

7. Age Modifiers *(+ for drugs; – for sleep)*

8. Birthworld

SERVICE HISTORY

Personal service data produced from appropriate historical and personal records.

9. Service: SCOUT

10. Branch

11. Dischargeworld

12. Terms Served: 2

13. Final Rank: –

14a. Retired? ☐ Yes ☒ No

14b. Retirement Pay

15. Special Assignments

16. Awards and Decorations *(include Combat Commands, Commendations, Medals, etc.)*

17. Equipment Qualified On

18a. Primary Skill: PILOT-1

18b. Secondary Skill: GUNNERY-1

18c. Additional Skills: VACC-1, SMG-1

19a. Preferred Wpn

19b. Preferred Pistol

19c. Preferred Blade

20. TAS Member? ☐ Yes ☐ No

PSIONICS

Warning: Information regarding an individual's psionic ability is confidential, and may not be released without consent.

21. Date of Test

22. PSR

23a. Trained? ☐ Yes ☐ No

23b. Date Completed

24. Talents and Current Levels

25. Name

CASH ACCOUNTS

Data concerning the individual's financial affairs and cash availability.

26. Cash Status *(note cash available to the individual)*

Cr 200

INVENTORY

Information on personal inventory and possessions, including vehicles.

27. Personal Possessions

SMG

10 SMG clips (30 rnds/clip)

28. Vehicles