

IISS Ship Files

1600 Ton Science Vessel

TRAVELLER

Science-Fiction Adventure ☺

beyond the Spinward Marches...

TAS Report 923-1789-Inchin

1600 ton Armed Merchant Scout Cruiser – Q115

Q-AMC115SC115DSV115-001 Prototype

CRAFT ID: TL: 16 MCr1,020.572 (Scout)

HULL: **Displacement=1600 Tons**
Config=3S, Armour=40G (0), Loaded=18,529.74, Unloaded=13,744.81

POWER: 58/116, Fusion-G=18,417.Mw Duration=336hrs/14 days
Extended Endurance=336hrs/14 days
Scoops Purifiers; whole tank in 12 hours No EM Mask

DRIVES: **Jump=5** 86/172
Avionics-16 200kph
Maneuver=4G 158/316
Agility=0
Speeds:

ATMOSPHERE	MAX	CRUISE
Vacc:	3,400kph/2,125mph	2,550kph/1,594mph
Standard:	1,000kph/625mph	750kph/469mph
Thin:	1,500kph/938mph	1,125kph/703mph
Dense:	750kph/469mph	563kph/352mph
Very dense	250kph/156mph	188kph/117mph

COMMUNICATIONS: Radio-Syst x 4 Radio Jammer-Syst x 4 Laser-Syst x 4

SENSORS: A-EMS (FrOb) x 4 A-EMS Jammer (FrOb) x 4 P-EMS (IntStlr) x 4
Hi-Dnst-G (25km) x 4 Neutrino-G (1 Kw) x 4
Sensor scans: AOS=R AOP=R POS=R POP=R PES=S PEP=R

WEAPONS: **16 hardpoints; 16 occupied; batteries bearing 100 %**
Turrets:
Fusion-14 x 1 in 1 battery
Particle-15 x 1 in 1 battery
Triple Sand-10 x 6 in 6 batteries
Triple Missile-13 x 2 in 1 battery
2 Laser, 1 Sand x 6 in 6 batteries
Missile magazine 2 tons 16 rounds
Combat Statistics:
Laser: Turrets: 3 Bty 6
Missile: Turrets: 4 Bty 7
Sand: Turrets: 6 Bty 12
Fusion: Turrets: 2 Bty 1
Particle: Turrets: 2 Bty 1

SCREENS: DefDM= 9
Nuclear Damper F-1 x 1
Meson Screen F-2 x 1

CONTROL: **Computer=Model 9** x 3 + **Backup computer=Model 9** x 3
Basic Env(heat/light Basic LS (air/water) Ext LS (food/recyc)
Airlock x 16 Grav plates Inertial Comp

CREW: **Crew=25**
Bridge=1 Engineering=1 Gunners=3 Screen Ops=11 Flight=6 Cmd=3

ACCOMMODATION: Stateroom x 6
Small stateroom x 30
Standard Sickbay x 1

SUB CRAFT: Launch x 1 20 tons Crew 2 TL 12
TLE Bartender robot 553x2-A2-LM223-NA63 x 4 TL 14
TLE Lab technician robot 624x2-A7-LL211-MF52 x 7 TL 14
TLE Lab technician robot 623x2-A7-LL211-MF52 x 7 TL 14
TLF Scout survey probe robot 521xF-00-MQ222-5F88 x 9 TL 15
TLF Misc humaniform robot 561x2-A2-PM327-FDC3(J) x 2 TL 15
TLD Nursing assistant robot 653x2-A2-EE112-N831 x 3 TL 13
Cutter x 1 50 tons Crew 2 TL 13
Shuttle x 1 95 tons Crew 2 TL 14

OTHER: CARGO=40 tons
EMLevel=Moderate
Fuel=9426 Kl/698 tons
ObjSize=Large One jump requires 1296KL/96 tons of fuel

ANTI-HIJACK:
Basic software x 1
Camera eye + passive InfraRed + light intensifier x 320
Keypad x 64 Hatch controllers x 1 Gravity controllers x 1
Retina scanner x 64 Gas dischargers x 32 Hull electrics x 6
Laser rifle x 30 Laser carbine x 30 Laser pistol x 30

CUSTOM FEATURES:
4 Ton Astrodome OMV x 1
10 Ton Science Laboratory x 1

HIGH GUARD:A354?92-062100-32204-0

Weapons reflected are highest values. Designed by SHIPS for Windows III v 16.36

Crew=25 10 Officers – 5 Ratings – 10 Mission Tech Droid (Screen Ops) Ratings

Captain	Commander	06
First Officer	Navigator	05
Computer Officer	Science Officer	04
Chief Engineer	Engineering Officer	04
Pilot	Bridge Officer	03
Screens Officer + 10 Droid Screen Operators	Screens Officer	03 + 10 x E
Fire Control Officer	Gunnery Officer	03
EVA Officer Shuttle	Shuttle Pilot	03
EVA Officer Cutter	Cutter Pilot	02
EVA Officer Launch	Launch Pilot	01
Flight Crew	Medical	E
Flight Crew	Cargo	E
Flight Crew	Maintenance	E
Gunner / Steward	Steward	E
Gunner / Steward	Steward	E

The vessel is designed provide an orbiting facility with a 10 ton laboratory, detachable astro-dome, while also allowing 140 tons cargo space, a shuttle, a cutter and a specialized armed fast launch. There is the capacity for 12 passengers in mid-berth accommodation. It is regarded as one of the more capable vessels in the IISS fleet and has the nickname "The Dreadnut" among crews, meaning it's a mini-dreadnought in a doughnut (cylindrical vessel).

A TL14 version of the shuttle exists with a model 7 computer, particle accelerator, 30 passengers, 15 tons cargo and a 2 ton supply vault. The standard shuttle version carries a model 7 computer, 40 passengers, 20 tons cargo and a 1 ton supply vault. Both versions perform with M6 engines and 14 days endurance. Although only 1 crew member is required to operate the shuttle, usually one officer and one rating will crew the vessel.

With a 140 ton cargo bay and a standard cutter serving as a cargo/fuel shuttle, the AMSC-Q115 can operate for extended periods in orbit. Although the gravitics are complex for such a vessel, the vessel is fully streamlined and can land in a similar fashion to a Broadsword class Mercenary Cruiser.

The added performance of the vessel is due to the design, but also with TL16 avionics and fuel processing facilities, a significant saving on space was made during construction. Although no match for standard naval destroyers and escorts, this vessel does pack a punch with particle and fusion weaponry, while offering a defence with both sand and screens. The armed small craft, particularly the shuttle, are also an added problem for any potential aggressor.

The Astrodome is a detachable and maneuverable OMV weighing 4 tons. It can carry 4 people. The prospecting version of the AMSC-Q115 carries a Remote Ops Droid instead, with modular arms and recovery systems. This ROD can also carry 2 crew members. The Astrodome can also be used as a boarding vehicle where small craft are limited in access.

The 10 laboratory onboard the AMSC-Q115 is TL15 standard with space-saving features to maximize operational performance. Split into 3 main areas, a research laboratory, a hazard laboratory and a containment facility, the remaining space is used as an office and conference room.

The vessel is sometimes used on waterworlds to provide a floating harbour, in which experiments and calm water science can be performed. The ring-shaped vessel can provide a windbreak or even a floating jetty for submersibles or sophonts.

Much sought after, these vessels are often attacked when criminals and corsairs are given the opportunity. It's not uncommon to see insurance claims on AMSC-Q115s in regions of space attacks are not generally expected on larger vessels like this. A well-known incident in 1103 led to a general IISS order ensuring all vessels remain at general quarters when refuelling. An AMSC-Q115SX was stolen following a decoy mayday call in the Boughene system from the "Beowulf" a 200 ton Free Trader.

Another vessel, the Lairanrr, was lost in 1104 when a computer could not be overridden and the machine attempted to land the vessel on it's side. The vessel rolled only 15 metres, but it was enough to crack the hull and unleash a gigantic weight on the cylindrical hull, which collapsed into a shape locals named "The Eye".

DROID CREW

TLE Bartender robot 553x2-A2-LM223-NA63 x 4 TL 14

Room Service 1 Tarkine

Room Service 2 Piah

Room Service 3 Lele

Room Service 4 Lune

TLE Lab technician robot 624x2-A7-LL211-MF52 x 7 TL 14

L01 Science Bot

L02 Science Bot

L03 EVA Bot

L04 Screens

L05 Screens

L06 Screens

L07 Screens

TLE Lab technician robot 623x2-A7-LL211-MF52 x 7 TL 14

L08 Screens

L09 Screens

L10 Screens

L11 Screens

L12 Screens

L13 Screens

L14 Screens

TLF Scout survey probe robot 521xF-00-MQ222-5F88 x 9 TL 15

S1

S2

S3

S4

S5

S6

S7

S8

S9

TLF Misc humanoid robot 561x2-A2-PM327-FDC3(J) x 2 TL 15

Bridge Droid Officer Kaiiaarr

Engineering Droid Officer Kiiraa

TLD Nursing assistant robot 653x2-A2-EE112-N831 x 3 TL 13

Nurse Cetrabanu

DRONES

Cargobot – Grab handler

Fuelbot - Fuelcomp

Powerbot - Powercomp

Jumpbot - Jumpcomp

Drivebot – Drivecomp

Surveybot - Sensors

Medibot - Medkit

Cleanerbot – container module

Securitybot – Weapon package

Commobot – extended fuel package

Relaybot – Balloon package

Ship's Lockers

25 x TL13 Vacc Suit
10 x TL15 Handcomp
5 x TL13 Handcomp
Mech Tools TL15
Elec Tools TL15
Tech Tools TL15
Computer Tools TL15
Flares x 128 Red/Orange/Blue/Green/Purple/White(Star) TL10 Altitude/Brightness/Pattern
25 x Survival Kits TL15
25 x Medkits TL15
25 x Medkits TL13
30 x Laser Rifle TL13
30 x Laser Carbine TL14
30 x Laser Pistol TL13
Crossbow TL9 x 1
Energy Blade TL15 x 1
Longbow TL11 x 10 (Seeker/Tranq/HE/Flare/Bolt)
Taser TL11 x 30
Forensic Kit TL14 x 1
Astrogation Kit TL11
Far – O Comms Kit TL15 x 4
Field Communicator TL12 x 30
Satellite Communicator TL12 x 30
Orbital Drone Satellite Kit TL12 x 64
Electronic Intrusion Kit TL15
Emergency Hazmat Suit TL9 x 30
Portable Emergency Vacc Suit TL15 x 15

COMPUTER SOFTWARE

Predict-5	Generate
Gunner Interact-5	Screen Ops-5
Target-5	Return Fire
Select-3	Anti-Hijack-5
Multi-Target-4	Library-5
Launch	Pilot-5
Double Fire	AutoDefend
Maneuver/Evade-5	Local Information
Auto/Evade-5	Astrogation-5
Anti-Missile-5	Gunnery-5
ECM-5	Tactics-5
Maneuver-5	Entertainment-5
Jump-5	Security-5

CREW ROSTER

Leilla	Noble Contessa
Leya	Imperial Noble Contessa
Rand I	Imperial Noble Wanderer
Draan	Imperial Noble Wanderer
Ksiir	Imperial Noble
Dainna	Imperial Scientist
Avaan	Imperial Scientist
Stormn	Imperial Scientist
Dayra	Imperial Scientist
Dera	Imperial Scientist
Twoaylst	Droyne Leader Naval Officer
Lirra	IN Engineering
Alaiia	IN Engineering
Luuna	IN Gunnery
Kraar	IN Gunnery
Kmuunr	IN Gunnery
1337	(Classified)
Kiira	IRIS Agent
Shadowrunner	IRIS Agent
Arlen	Imperial Entertainer
Ardren	Imperial Entertainer
Olo	Imperial Merchant Captain / IN
Jennaa	Free Trader
Cali	Imperial Psion
Kisa	Imperial Psion
Saiira	Imperial Psion
Double 00	Imperial Science Droid
Cora	Imperial Protocol Droid

High Skill Levels

Computer-4
Tactics-4
Pilot-4
Telepathy-4
Ship's Boat-4
Medical-4



CREW

AVAAN

STR DEX END INT EDU SOC

6 9 6 13 15 13

Hits Terms Age TL Pension Rank

51 8 49 15 Cr10,000 CAPTAIN / Count of Lela and Lune Transferred IN

Skills

Computer-4, Robotics-1, Robot Ops-1, Psychology-1, Psionics-1, Physics-1, Linguistics-1, Gravitics-1, Forensic-1, Engineering-1, Electronics-1, Cryonics-1, Archeology-1, Medical-1, Sensor Ops-1, Navigation-1, Genetics-1, Biology-1, Sophontology-1, Mechanical, Recon-1, Stealth-1, SMG-1, Laser Carbine-1, Energy Blade-1, Vacc Suit-1, Streetwise-1, Carousing-1, Vacc Suit-0, Laser Weapons-0, Grav Vehicle-0, Ship's Boat-0, Telepathy-0, Awareness-0

Bank balance Material Benefits and notes

Cr50,000 Lab Ship-2, Travellers-1, Equipment-1

Homeworld codes:

Port: B, Size: Large, Atmosphere: Standard, Hydrographics: Wet, Population: High

Law: High, Tech Level: High Stellar. Untrained (latent) PSI=9.

Medals/Bonuses

Success x11 Dscvry x1

Graduate School - Honours

Purple Heart x 3

LEILA

Imperial NOBLE - Countess of Lune and Lele transferred IN

STR DEX END INT EDU SOC PSI

7 11 9 13 14 14 9

Hits Terms Age TL Pension Rank

87 4 35 15 Cr4,000 FIRST OFFICER / Contessa transferred IN

Skills

Telepathy-2, Stealth-2, Teleportation-1, Carousing-1, Dance-1, Recon-1, Psionics-1, Acrobatics-1, Persuasion-1, Energy Blade-1, Computer-1, Clairvoyance-1, Awareness-1, Sensor Ops-1, Streetwise-1, Laser Carbine-1, Leader-1, Linguistics-1, SMG-0

Vacc Suit-0, Ship's Boat-0, Energy Weapons-0, Pilot-0, Engineering-0,

Bank balance Material Benefits and notes

Cr0 Weapon-1, Travellers-1, Yacht-4

Homeworld codes:

Port: B, Size: Large, Atmosphere: Thin, Hydrographics: Wet, Population: Mod

Law: High, Tech Level: High-Stellar

Medals and bonuses

Alien Contact-1

Graduate School - Honours

Purple Heart x 1

DAIINA

Imperial Frontier Scientist

STR DEX END INT EDU SOC

9 12 11 13 12 13

Hits Terms Age TL Pension Rank

84 1 23 15 Cr1,000 SCIENCE OFFICER transferred IN

Skills

Computer-2, Electronics-2, Weapons Tech-2, Sensor Ops-1, Robotics-1, Robot Ops-1, Physics-1, Longbow-1, Handgun-1, SMG-1, Naval Architect-1, Vacc Suit-0, Laser Weapons-0, Grav Vehicle-0, Telepathy-0,

Energy Blade-0, Zero-G Weapons-0, Combat Rifleman-0

Bank balance Material Benefits and notes

Cr0 Travellers-1

Homeworld codes:

Port: B, Size: Medium, Atmosphere: Standard, Hydrographics: Wet, Population: Mod

Law: Low, Tech Level: High Stellar.

Untrained (latent) PSI=10

Medals/Bonuses

Graduate School - Honours

KIIRA

Imperial Zhodani Female Cyborg
STR DEX END INT EDU SOC PSI
10 11 11 14 12 12 10

Hits Terms Age TL Pension
57 3 31 16 Cr3,000

Rank
SECURITY OFFICER IRIS AGENT

Skills

Telepathy-2, Awareness-2, Thought Shield-1, Teleportation-1, Teleport-1, Telekinesis-1, Special-1, Recon-1, Intrusion-1, Escape & Evasion-1, Disguise-1, Cryptography-1, Clairvoyance-1, SMG-1,

Vacc Suit-0, Ship's Boat-0, Handgun-0, Computer-0, Sensor Ops-0, Stealth-0, Tracking-0, Laser Carbine-0, Zero-G Weapons-0

Bank balance Material Benefits and notes

Cr1,000 Weapon-2, Bionic Augmentations, Travellers-1

Homeworld codes:

Port: A, Size: Small, Atmosphere: Vacuum, Hydrographics: Wet, Population: Mod

Law: Mod, Tech Level: High Stellar.

Medals/Bonuses

Bonus x2 Purple Heart x 2 Black Ops x 2

LUUNA

Imperial Navy Gunnery
STR DEX END INT EDU SOC
7 10 9 12 13 12

Hits Terms Age TL Pension
75 4 35 15 Cr4,000

Rank
FLIGHT OFFICER IN

Skills

Pilot-3, Recruiting-2, Interrogation-2, Admin-2, Zero G Weapons-1, Vacc Suit-1, Turret Weapons-1, Streetwise-1, Navigation-1, Handgun-1, Forgery-1, Fleet Tactics-1, Bay Weapons-1, Ship Tactics-1, Screens-1, Sensor Ops-1, Energy Pole-1

Grav Vehicle-0, Computer-0, Combat Rifleman-0

Bank balance Material Benefits and notes

Cr5,000 Travellers-1, Weapon-1, Shuttle-2

Homeworld codes:

Port: B, Size: Medium, Atmosphere: Standard, Hydrographics: Wet, Population: Mod

Law: Mod, Tech Level: Average Stellar. Untrained (latent) PSI=9

Medals/Bonuses

Hons Med School

Command College

Naval Attache

Intelligence School

ARLENN

Imperial Entertainer
STR DEX END INT EDU SOC
6 11 9 12 15 13

Hits Terms Age TL Pension
78 3 31 15 Cr3,000

Rank
STEWARD IRIS ASSET

Skills

Stealth-2, Crossbow-2, Longbow-2, Submachinegun-1, Energy Blade-1, Persuasion-1, Guard\Hunting-1, Carousing-1, Dance-1, Computer-1, Sensor Ops-1, Steward-1, Vacc Suit-1, Ship's Boat-1, Deception-1, Handgun-0, Zero-G Weapons-0, Linguistics-0

Bank balance Material Benefits and notes

Cr10,000 Travellers-1, Equipment-1

Homeworld codes:

Port: A, Size: Small, Atmosphere: Thin, Hydrographics: Dry, Population: Mod

Law: Mod, Tech Level: High Stellar. Untrained (latent) PSI=9

Medals/Bonuses

Fame x3

STORNN

Imperial Scientist

STR DEX END INT EDU SOC PSI

6 9 9 12 13 12 9

Hits Terms Age TL Pension

66 8 37 11 Cr15000

Rank

SCIENCE OFFICER IRIS AGENT

Skills

Computer-3, Survival-2, Laser Carbine-2, Carousing-2, Zero G Weapons-2, Recon-2,

Telepathy-2, Survey-2, Robot Ops-2, Stealth-2, Medical-1, Genetics-1, Dance-1,

Disguise-1, Clairvoyance-1, Chemistry-1, Astronomy-1, Computer-1, Commo-1,

Sensor Ops-1, Vacc Suit-0, Ship's Boat-0, Handgun-0, Computer-0

Bank balance Material Benefits and notes

Cr85,000 Weapon-1, Travellers-1, Equipment-1

Homeworld codes:

Port: B, Size: Large, Atmosphere: Thin, Hydrographics: Wet, Population: Mod

Law: High, Tech Level: High Stellar.

Medals/Bonuses

Success x11 Dscvry x3 Purple Heart x3

Graduate School - Honours

Black Program Success

DRAAN

Imperial Noble Wanderer

STR DEX END INT EDU SOC PSI

11 11 9 11 12 11 9

Hits Terms Age TL Pension

91 1 22 15 Cr1000

Rank

FLIGHT OFFICER IN Academy

Skills

Sensor Ops-1, Navigation-1, Energy Blade-1, Laser Carbine-1, SMG-1 Longbow-0, Telepathy-0, Awareness-0,

Clairvoyance-0, Space Science-0, Ship's Boat-0, Dance-0, Carousing-0, Guard-0, Hunting-0, Computer-0

Bank Balance Material Benefits and notes

Cr15,000 Alien Contact-1, Weapon-1

Homeworld codes:

Port: B, Size: Large, Atmosphere: Standard, Hydrographics: Dry, Population: High

Law: High, Tech Level: High Stellar.

LIRRA

Imperial Navy Engineering

STR DEX END INT EDU SOC

8 11 8 12 13 13

Hits Terms Age TL Pension

81 6 37 15 Cr6,000 05

Rank

FIRST OFFICER IN

Skills

Vacc Suit-2, Leader-2, Fleet Tactics-2, Ship Tactics-2, Streetwise-2, Robot Ops-2, Pilot-2, Navigation-2,

Ship's Boat-1, Admin-1, Laser Weapons-1, Engineering-1, Energy Weapons-1, Computer-1, Bribery-1,

Energy Blade-1, SMG-0, Handgun-0, Grav Vehicle-0

Bank balance Material Benefits and notes

Cr15,000 Travellers-1, Shuttle-2

Homeworld codes:

Port: B, Size: Large, Atmosphere: Standard, Hydrographics: Dry, Population: High

Law: High, Tech Level: High Stellar. Untrained (latent) PSI=7

Medals/Bonuses

Hons Flight School

Special - Staff College Special - Naval Attache Special - Intelligence School Special - Command College

SAIRA

Imperial Psionic Institute Researcher

STR DEX END INT EDU SOC PSI

6 10 10 12 14 11 11

Hits Terms Age TL Pension

72 5 39 15 Cr5,000

Rank

MEDICAL OFFICER transferred IN

Skills

Telepathy-4, Medical-3, Teleportation-1, Telekinesis-1, Special-1, Recon-1, Persuasion-1, Disguise-1, Stealth-1,

Linguistics-1, Computer-1, Clairvoyance-1, Awareness-1, Longbow-1,

Demolitions-1, SMG-1, Handgun-1, Vacc Suit-0, Ship's Boat-0, Handgun-0,

Sensor Ops-0, Bay Weapons-0, Robot Ops-0

Bank balance Material Benefits and notes

Cr0 Lab Ship-3, Weapon-2

Homeworld codes:

Port: B, Size: Medium, Atmosphere: Standard, Hydrographics: Dry, Population: High

Law: High, Tech Level: High Stellar

Medals / Bonuses

Graduate School Honours

MCG

1337

Imperial Human Traveller

STR DEX END INT EDU SOC PSI

6 11 8 12 12 11 9

Hits Terms Age TL Pension

91 8 49 15 10,000

Rank

Operative / Asset

Skills

Computer-2, Persuasion-2, Streetwise-2, Carousing-1, Combat Rifleman-1, Comms-1, Research-1, Liaison-1,

Pilot-1, Sensor Ops-1, Stealth-1, Recon-1, Robot Ops-1, Telepathy-1, Awareness-1, Special-1, Linguistics-1,

Ship Tactics-1, Turret Weapons-1, Survival-1, Tactics-1 Ship's Boat-0, Unarmed Combat-0, Vacc Suit-0,

Bank Balance Material Benefits and notes

Cr1000 Equipment-1, Contact-1, Weapon-3

Homeworld codes:

Port: A, Size Large, Atmosphere: Standard, Hydrographics: Wet

Population: High, Law: High, Tech Level: High Stellar.

Medals/Bonuses

Success x 3, Discovery x 3

Graduate School - Honours, Purple Heart x 3

OLO

Merchant Captain transferred IN Intelligence Division

Rank: FIRST OFFICER

5A6FFC

Age 50

Homeworld: Regina A788899-C

Terms: 8

Pension: Cr16000

Pilot-3, Computer-2, Energy Blade-2, Handgun-2, Vacc Suit-1, Streetwise-1,

Robot Ops-1, Sensor Ops-1, Navigation-1, Engineering-1, Ship Tactics-1,

Turret Weapons-1, Survival-1, Bribery-1, Linguistics-1, Leader-1, Carousing-1,

Persuasion-1, Ship's Boat-1, Recruiting-1, Admin-1, Communications-1,

Zero-G Weapons-0, Grav Vehicle-0, Space Science-0,

Weapon-3, Trader-4, High-3

00 "Double Zero"

Science Droid TLG

1

Classified IN Asset 561x2-A2-PM327-FDC3(J) TL16

LEYA

Imperial NOBLE - Contessa of Lune, Duchess of Lele

STR	DEX	END	INT	EDU	SOC	PSI
7	11	9	13	14	14	9
Hits	Terms	Age	TL	Pension		Rank
87	4	35	15	Cr4,000		Passenger / Operative

Skills

Telepathy-2, Stealth-2, Teleportation-1, Telekinesis-1, Special-1, Recon-1, Psionics-1, Polearm-1, Persuasion-1, Energy Blade-1, Computer-1, Clairvoyance-1, Awareness-1, Sensor Ops-1, Streetwise-1, Laser Carbine-1, Leader-1, Linguistics-1, SMG-0, Vacc Suit-0, Ship's Boat-0, Energy Weapons-0, Pilot-0, Engineering-0

Bank balance Material Benefits and notes
Cr0 Weapon-2, Fleet-1, Duchy-1

Homeworld codes:

Port: B, Size: Large, Atmosphere: Thin, Hydrographics: Wet, Population: Mod, Law: High, Tech Level: High-Stellar

Medals and bonuses

Alien Contact-1

Graduate School - Honours

Purple Heart x 1

SHADOWRUNNER

Imperial IRIS Covert

STR	DEX	END	INT	EDU	SOC	
7	9	9	15	15	13	
Hits	Terms	Age	TL	Pension	Rank	
72	8	51	15	Cr8,000		Operation Commander / Operative

Skills

Tactics-4, Stealth-3, Energy Blade-3, SMG-3, Recon-2, Streetwise-2, Unarmed Combat-2, Vacc Suit-2, Survival-2, Intrusion-2, Interrogation-2, Navigation-1, Leader-1, Laser Weapons-1, , Battledress-1, Zero G Environ-1, Laser Carbine-1, Pilot-1, Energy Weapons-1, Demolitions-1, Bowling-1, Computer-1, Sensor Ops-1, Turret Weapons-0, Ship's Boat-0, Telepathy-0

Bank balance Material Benefits and notes

Cr25,000 Weapon-2, Travellers-1, Equipment-1

Homeworld codes:

Port: B, Size: Medium, Atmosphere: Thin, Hydrographics: Dry, Population: High

Law: Mod, Tech Level: High Stellar. Untrained (latent) PSI=10

Medals/Bonuses

Hons Special - Naval studies

Commando school

Command college

Interrogation school

Assassin training

Intelligence school

JENNA

Imperial Free Trader

STR	DEX	END	INT	EDU	SOC	
9	11	9	12	13	10	
Hits	Terms	Age	TL	Pension		Rank
87	4	35	15	Cr4,000		PILOT

Skills

Pilot-3, Ship Tactics-2, Navigation-2, Ship's Boat-1, Trader-1, Submachinegun-1, Legal-1, Jack of Trades-1, Grav Vehicle-1, Gambling-1, Energy Blade-1, Engineering-1, Commo-1, Sensor Ops-1, Vacc Suit-0, Handgun-0, Computer-0, Streetwise-0, Bribery-0, Telepathy-0, Ship Tactics-0, Bay Weapons-0, Awareness-0

Bank balance Material Benefits and notes
Cr500 Free Trader-4, Travellers-1

Homeworld codes:

Port: A, Size: Small, Atmosphere: Standard, Hydrographics: Wet, Population: Mod

Law: Mod, Tech Level: High Stellar. Untrained (latent) PSI=9

Medals/Bonuses

Bonus x2 Merchant Academy - Hons

CALLY

Imperial Psionic Institute Researcher

STR	DEX	END	INT	EDU	SOC	PSI
6	10	10	12	14	8	11
Hits	Terms	Age	TL	Pension		Rank
72	5	39	15	Cr5,000		MEDICAL OFFICER

Skills

Telepathy-4, Disguise-2, Teleportation-1, Telekinesis-1, Special-1, Recon-1, Persuasion-1, Medical-1, Linguistics-1, Computer-1, Clairvoyance-1, Awareness-1, Longbow-1, Demolitions-1, SMG-1, Handgun-1, Vacc Suit-0, Ship's Boat-0, Handgun-0, Sensor Ops-0, Bay Weapons-0, Robot Ops-0
 Bank balance Material Benefits and notes
 Cr0 Lab Ship-3, Weapon-2

Homeworld codes:

Port: B, Size: Medium, Atmosphere: Standard, Hydrographics: Dry, Population: High

Law: High, Tech Level: High Stellar

Medals / Bonuses

Graduate School Honours

DAYRA

Imperial Frontier Scientist

STR	DEX	END	INT	EDU	SOC	
9	12	11	13	12	11	
Hits	Terms	Age	TL	Pension		Rank
84	1	23	15	Cr1,000		SECURITY OFFICER

Skills

Computer-2, Electronics-2, Weapons Tech-2, Sensor Ops-1, Robotics-1, Robot Ops-1, Physics-1, Longbow-1, Handgun-1, SMG-1, Vacc Suit-0, Laser Weapons-0, Grav Vehicle-0, Telepathy-0, Energy Blade-0, Zero-G Weapons-0, Combat Rifleman-0
 Bank balance Material Benefits and notes
 Cr0 Labship-1

Homeworld codes:

Port: B, Size: Medium, Atmosphere: Standard, Hydrographics: Wet, Population: Mod

Law: Low, Tech Level: High Stellar.

Untrained (latent) PSI=10

Medals/Bonuses

Graduate School - Honours

KISA

Imperial Female Cyborg

STR	DEX	END	INT	EDU	SOC	PSI
8	6	5	14	12	10	10
Hits	Terms	Age	TL	Pension		Rank
57	3	31	16	Cr3,000		SECURITY OFFICER

Skills

Telepathy-2, Awareness-2, Thought Shield-1, Teleportation-1, Teleport-1, Telekinesis-1, Special-1, Recon-1, Intrusion-1, Escape & Evasion-1, Disguise-1, Cryptography-1, Clairvoyance-1, SMG-1, Vacc Suit-0, Ship's Boat-0, Handgun-0, Computer-0, Sensor Ops-0, Stealth-0, Tracking-0, Laser Carbine-0, Zero-G Weapons-0
 Bank balance Material Benefits and notes
 Cr1,000 Weapon-2, Bionic Augmentations

Homeworld codes:

Port: A, Size: Small, Atmosphere: Vacuum, Hydrographics: Wet, Population: Mod

Law: Mod, Tech Level: High Stellar.

Medals/Bonuses

Bonus x2 Purple Heart x 2 Black Ops x 2

DERA

Imperial Scientist

STR	DEX	END	INT	EDU	SOC
5	9	6	12	13	10

Hits	Terms	Age	TL	Pension	Rank
51	9	55	14	Cr9,000	SCIENCE OFFICER

Skills

Computer-4, Robotics-2, Robot Ops-2, Psionics-2, Survival-2, Medical-2, Sensor Ops-2, Linguistics-2, Gravitics-1, Forensic-1, Cryonics-1, Commo-1, Archeaology-1, SMG-1, Naval Architect-1, Engineering-1, Sophontology-1, Psychology-1, Astronomy-1, Zero G Weapons-0, Vacc Suit-0, Grav Vehicle-0, Ship's Boat-0, Carousing-0

Bank balance Cr20,000
 Material Benefits and notes Lab Ship-1, Mid-1, Travellers-1

Homeworld codes:

Port: C, Size: Medium, Atmosphere: Standard, Hydrographics: Dry, Population: High
 Law: Mod, Tech Level: High Stellar. Untrained (latent) PSI=-7

Medals/Bonuses

Success x7 Dscvry x3

Graduate School - Honours

ARDREN

Imperial Entertainer

STR	DEX	END	INT	EDU	SOC
6	11	9	12	15	11

Hits	Terms	Age	TL	Pension	Rank
78	3	31	15	Cr3,000	FLIGHT OFFICER

Skills

Stealth-2, Crossbow-2, Longbow-2, Submachinegun-1, Energy Blade-1, Persuasion-1, GuardHunting-1, Carousing-1, Dance-1, Computer-1, Sensor Ops-1, Vacc Suit-1, Ship's Boat-1, Handgun-0, Zero-G Weapons-0

Bank balance Cr10,000
 Material Benefits and notes Travellers-1, Equipment-1

Homeworld codes:

Port: A, Size: Small, Atmosphere: Thin, Hydrographics: Dry, Population: Mod
 Law: Mod, Tech Level: High Stellar. Untrained (latent) PSI=9

Medals/Bonuses

Fame x1

ALAIIA

Imperial Navy Engineering

STR	DEX	END	INT	EDU	SOC
8	11	8	12	13	13

Hits	Terms	Age	TL	Pension	Rank
81	6	37	15	Cr6,000	05 FIRST OFFICER

Skills

Vacc Suit-2, Leader-2, Fleet Tactics-2, Ship Tactics-2, Streetwise-2, Robot Ops-2, Pilot-2, Navigation-2, Ship's Boat-1, Admin-1, Laser Weapons-1, Engineering-1, Energy Weapons-1, Computer-1, Bribery-1, Energy Blade-1, SMG-0, Handgun-0, Grav Vehicle-0

Bank balance Cr15,000
 Material Benefits and notes Travellers-1, Shuttle-2

Homeworld codes:

Port: B, Size: Large, Atmosphere: Standard, Hydrographics: Dry, Population: High
 Law: High, Tech Level: High Stellar. Untrained (latent) PSI=7

Medals/Bonuses

Hons Flight School

Special - Staff College

Special - Naval Attache

Special - Intelligence School

Special - Command College

CORA

Imperial Protocol Droid

TL=H Misc humanoid robot 561x2-A2-PM327-FDC3(J) x 1 TL 17

Age	TL	Rank
4	17	COMPUTER OFFICER

Bank Balance Material Benefits and notes

Cr15,000 Alien Contact-1, Remote Ops-1, Robot Ops-1

Homeworld codes:

Port: B, Size: Large, Atmosphere: Standard, Hydrographics: Dry, Population: High

Law: High, Tech Level: High Stellar.

Honours

Battle of Star One-1, System-1, Scorpio-1, Liberator-1,

RAND

Imperial Noble Wanderer

STR	DEX	END	INT	EDU	SOC	PSI
11	11	9	11	12	10	9
Hits	Terms	Age	TL	Pension		Rank
91	1	22	15	Cr1000		FLIGHT OFFICER

Skills

Sensor Ops-1, Navigation-1, Energy Blade-1, Laser Carbine-1,

Longbow-0, Telepathy-0, Awareness-0, Clairvoyance-0, Space Science-0,

Ship's Boat-0, Dance-0, Carousing-0, Guard-0, Hunting-0, Computer-0

Bank Balance Material Benefits and notes

Cr15,000 Alien Contact-1, Weapon-1

Homeworld codes:

Port: B, Size: Large, Atmosphere: Standard, Hydrographics: Dry, Population: High

Law: High, Tech Level: High Stellar.

KRARR

Imperial Navy Gunnery

STR	DEX	END	INT	EDU	SOC	
8	10	10	10	12	13	
Hits	Terms	Age	TL	Pension		Rank
84	5	39	15	Cr5,000		Captain (O6) Executive Officer

Skills

Ship's Boat-3, Bay Weapons-2, Computer-2, Vacc Suit-1, Stealth-1, Sensor Ops-1,

Ship Tactics-1, Pilot-1, Fwd Obs-1, Fleet Tactics-1, Energy Blade-1, Admin-1,

Turret Weapons-1, Screens-1, Spinal Weapons-1, Naval Architect-1

Bank balance Material Benefits and notes

Cr10000 Weapon-4, Travellers-1, Shuttle-1

Homeworld codes:

Port: B, Size: Small, Atmosphere: Thin, Hydrographics: Dry, Population: Mod

Law: Mod, Tech Level: High Stellar. Untrained (latent) PSI=9

Medals/Bonuses

Purple Heart x1 MCG x1

Naval Academy - Honours

Hons Flight School

Naval Attache

Battle Staff

Strike Bad Wnd (lower torso) Staff

Staff College

Battle Staff MCG O6

Black Ops x 1

KMUUNR

Imperial Navy Gunnery

STR	DEX	END	INT	EDU	SOC
7	10	9	12	13	11

Hits	Terms	Age	TL	Pension	Rank
75	4	35	15	Cr4,000	Lieutenant Commander (O4)

Skills

Medical-3, Recruiting-2, Interrogation-2, Admin-2, Zero G Weapons-1, Vacc Suit-1, Turret Weapons-1, Streetwise-1, Navigation-1, Handgun-1, Forgery-1, Fleet Tactics-1, Bay Weapons-1, Ship Tactics-1, Screens-1, Sensor Ops-1, Energy Pole-1

Grav Vehicle-0, Computer-0, Combat Rifleman-0

Bank balance Cr5,000
Material Benefits and notes Travellers-1, Weapon-1, Shuttle-2

Homeworld codes:

Port: B, Size: Medium, Atmosphere: Standard, Hydrographics: Wet, Population: Mod

Law: Mod, Tech Level: Average Stellar. Untrained (latent) PSI=9

Medals/Bonuses

Hons Med School

Command College

Naval Attache

Intelligence School

KSIR

Imperial Noble

STR	DEX	END	INT	EDU	SOC
6	9	8	12	13	12

Hits	Terms	Age	TL	Pension	Rank
75	4	35	15	Cr4,000	FLIGHT OFFICER

Skills

Ship's Boat-2, Navigation-2, Sensor Ops-1, Robotics-1, Robot Ops-1, Pilot-1, Persuasion-1, Leader-1, Grav Vehicle-1, Engineering-1, Computer-1, Commo-1, Carousing-1, Streetwise-1

Zero G Weapons-0, Vacc Suit-0, Space Science-0, Dance-0, Longbow-0, Energy Blade-0

Bank balance Cr0
Material Benefits and notes Travellers-1, Yacht-3, Weapon-2

Homeworld codes:

Port: A, Size: Small, Atmosphere: Standard, Hydrographics: Dry, Population: Mod

Law: Mod, Tech Level: High Stellar. Untrained (latent) PSI=-9

Medals/Bonuses

MCUF x1

Naval Academy - Hons Flight School

TWOAYLST

Droyne Leader Navy Command

STR	DEX	END	INT	EDU	CAS	SEN
4	3	5	6	6	6	6

Hits	Terms	Age	TL	Pension	Rank
36	5	39	15	Cr5,000	Rank-5 (O5)

Skills

Leader-2, Interrogation-2, Forgery-2, Tactics-2, Bribery-2, Streetwise-2, Ship Tactics-2, Liaison-2, Appeal-2, Fleet Tactics-2, Clairvoyance-2, Awareness-2, Telepathy-2, Submachinegun-1, Handgun-1, Energy Weapons-1, Sensor Ops-1, Computer-1

Vacc Suit-0, Ship's Boat-0, Laser Weapons-0, Flying-0,

Sophontology-0, Archeology-0, Forensic-0

Bank balance Cr0
Material Benefits and notes Ship-2, -2

Homeworld codes: Port: A, Size: Small, Atmosphere: Standard, Hydrographics: Dry, Population: Mod, Law: Low, Tech Level: High Stellar. .

Medals/Bonuses

Psionic Training

Intelligence School

OCS Command College



Originally designed as an interstellar orbital ring, a medical research facility, the vessel is now under discreet private ownership. With Jump 5 engineering tech and a model 9 computer, as well as a sophisticated shuttle and comms system, the vessel is highly suited to exploration and intelligence work...