

NAME

CONCEPT

STRENGTH

AGILITY

MIND

ATTACK

DEFENSE

ENDURANCE

HEROISM

SKILLS


NOTES


GEAR

BACKGROUND

XP


Adventurers!
CHARACTER CARD


NAME <i>Ringo "Chips" Montrose</i>			CONCEPT <i>Reckless Pilot</i>			RACE <i>Human</i>		
STR 0	AGI 3	MND 3	ATT 4	DEF 3	END 6	HER 2		
SKILLS <i>Luck, mobility (spaceships)</i>			GEAR <i>Light armor - leather jerkin (Agi, AR 5/6, Enc 1), blaster pistol (Agi+1. +1 Dmg, - 1 AR, Range 20, Penetrating), Ranger badge, 17 Coins</i>					
NOTES <i>Chips was addicted to combat drugs during his Navy service. Today he is clean. Almost</i>			BACKGROUND <i>Chips is a skinny fellow, always ready to smile. During the war he was in the Golden Lions, an elite squadron of fighter pilots. But he has seen too much crap and decided to retire. He recently joined the Rangers</i>					
			PD					


NAME <i>"Lizard" Tyrell</i>			CONCEPT <i>Don't-Piss-Me-Off Cyborg Bounty Hunter</i>			RACE <i>Human</i>		
STR 2	AGI 3	MND 1	ATT 5	DEF 3	END 6	HER 2		
SKILLS <i>Relic (cybernetic eye), weaponcraft (blasters)</i>			GEAR <i>Light armor - armored duster (Agi, AR 5/6, Enc 1), heavy blaster pistol (Agi+1. +2 Dmg, - 2 AR, Range 20, Penetrating, Overcharge), Ranger badge, 4 Coins</i>					
NOTES <i>Lizard's cybereye is connected to the blaster, granting her +1 Att. It also gives her thermal vision</i>			BACKGROUND <i>"Lizard" is a gorgeous redhead with a bad attitude. She owes her name to the metallic glint of her cybernetic eye, which she lost years ago, during her bounty hunter days. The culprit is the infamous Gareth Bo, a criminal she never caught and against whom she holds a grudge...</i>					
			PD					

NAME <i>Berret Jonas</i>			CONCEPT <i>Cautious Space Engineer</i>			RACE <i>High Gravity Human</i>	
STR 3	AGI 0	MND 2	ATT 4	DEF 4	END 7	HER 2	
SKILLS <i>Craft (Mechanics), Knowledge</i>			GEAR <i>Heavy wrench (Agi/Str, +1 Dmg), mechanics advanced craft kit (+2 to craft rolls, Enc 2), medium armor – heavy space suit (AR 4/5, Enc 2), Ranger badge</i>				
NOTES <i>Berret has passed a good part of his life on space ships, he has advantage on “spacer life” subjects</i>			BACKGROUND <i>Berret is a bear of a man, but in truth he is a very gentle person, even if more at ease with machines than with people. He joined the Rangers because he has a strong sense of justice</i>				
			PD		<i>Adventurers!</i> <small>CHARACTER CARD</small>		

NAME <i>Dalaki</i>			CONCEPT <i>Silent Infiltrator</i>			RACE <i>Half-Vilgar</i>	
STR 1	AGI 3	MND 2	ATT 3	DEF 3	END 7	HER 2	
SKILLS <i>Athletics, stealth</i>			GEAR <i>Vilgar vibro knife (Agi, Penetrating), blaster pistol (Agi+1. +1 Dmg, - 1 AR, Range 20, Penetrating), light armor – sur plus Navy light armor (Agi, AR 5/6, Enc 1), Ranger badge</i>				
NOTES <i>Dalaki, as a half Vilgar, suffers -2 to social rolls both in the Frontier and Beyond</i>			BACKGROUND <i>Dalaki’s mother was a Conf colonist’s daughter who fell in love with a Vilgar hunter. Dalaki grew up among the Vilgar, but was expelled by his tribe for his impure blood. Dalaki rarely speaks of his past and has mixed feelings toward both his parents’ races</i>				
			PD		<i>Adventurers!</i> <small>CHARACTER CARD</small>		

NAME			CONCEPT			RACE	
Geena Philgar			Diplomat with a Mission			Human	
STR 0	AGI 3	MND 3	ATT 4	DEF 3	END 6	HER 2	
Charisma, power (mind control)			Blaster pistol (Agi+1. +1 Dmg, - 1 AR, Range 20, Penetrating), beeper, Ranger badge, data-book of law procedures (+2 to legal knowledge rolls), 13 Coins				
SKILLS			GEAR				
Geena's diplomatic background grants her a basic knowledge of several languages			Geena was born in a rich family in the Central Worlds. She dreamed of saving the universe, so she attended diplomatic school, with excellent results. After graduating, she decided to join the Rangers, on the Frontier. Despite being a greenhorn, she is full of enthusiasm. She recently discovered she has psionic powers and hasn't yet decided what to do about them				
NOTES			PD				

NAME			CONCEPT			RACE	
"Doc" Williamson			Curious Doctor with a Colorful Past			Human	
STR 2	AGI 2	MND 2	ATT 2	DEF 2	END 7	HER 3	
Connections (Criminals), Healing			Blaster pistol (Agi+1. +1 Dmg, - 1 AR, Range 20, Penetrating), healer kit (+1 healing rolls), fancy clothes, Ranger badge				
SKILLS			GEAR				
Doc knows a lot of shady people, but he also owes a big debt to Tuco "Jackal" Repose, a crime lord not famous for his generosity			Doc Williamson has had his license revoked. Twice. The first time for drugging horses for illegal races on Xaco IV, and again for smuggling Navy meds. The problem is that he has an expensive lifestyle and not many moral limits. The Rangers enlisted him only because he is a very good physician, but he must be kept on tight leash				
NOTES			PD				

NAME <i>Guy Threewoods</i>			CONCEPT <i>Vengeful Pirate</i>			LANGUAGES <i>English, Spanish</i>	
STR 2	AGI 3	MND 1	ATT 2	DEF 3	END 8	HER 2	
SPECIAL ABILITIES <i>Athletics, mobility (watercraft)</i>			GEAR <i>Boarding axe (Str, -1 to AR rolls, +1 to boarding/climbing rolls), Coins (5), Black powder pistol (Agi, +1 Dmg, -1 AR, Slow 1, Range 15), Grappling hook and line, Hook (Agi, Off-Hand Weapon, Swift), Pirate outfit</i>				
NOTES			BACKGROUND <i>When he was still a child, Guy's parents were slaughtered in front of him by a mysterious Spanish officer. Raised by pirates, he is still looking for his parents' killer to exact his revenge</i>				
			PD				

NAME <i>Alejandro de la Vega</i>			CONCEPT <i>Noble Duelist</i>			LANGUAGES <i>Spanish, French</i>	
STR 2	AGI 2	MND 2	ATT 3	DEF 2	END 7	HER 3	
SPECIAL ABILITIES <i>Weaponcraft (blades), weaponcraft (firearms)</i>			GEAR <i>Buckler (Str-2, Deflects melee attacks only), Coins (7), Cutlass (Agi/Str, Balanced, Swift), Fine clothing, Black powder pistol (Agi, +1 Dmg, -1 AR, Slow 1, Range 15)</i>				
NOTES			BACKGROUND <i>Fifth-born of a decadent Spanish noble family, Alejandro has just arrived in the Caribbean looking for fortune and fame and wishing to bring new glory to his name</i>				
			PD				

NAME <i>Elaine Merlin</i>			CONCEPT <i>Carefree Voodoo Sorceress</i>		LANGUAGES <i>African, French, Spanish</i>	
STR 1	AGI 2	MND 3	ATT 3	DEF 2	END 7	HER 2
SPECIAL ABILITIES <i>Power – damage, power – investigation</i>			GEAR <i>Coins (8), Dirk (Agi, range (5), swift), Black powder pistol (Agi, +1 Dmg, -1 AR, Slow 1, Range 15), Pirate gown Voodoo charm (Absorbs 2 strain)</i>			
NOTES			BACKGROUND <i>A young and beautiful black-skinned girl who is secretly an adept of the dark Voodoo arts. A former slave, she escaped from Martinique and now she's determined to lead a new, free life</i>		PD	
			<i>Adventurers!</i> CHARACTER CARD			

NAME <i>Wally McCarthy</i>			CONCEPT <i>Greedy Treasure Hunter</i>		LANGUAGES <i>English, Spanish</i>	
STR 2	AGI 2	MND 2	ATT 3	DEF 2	END 7	HER 3
SPECIAL ABILITIES <i>Learning (geography), survival</i>			GEAR <i>Compass, Cutlass (Agi/Str, Balanced, Swift), Explorer's outfit, Black powder pistol (Agi, +1 Dmg, -1 AR, Slow 1, Range 15) Waterproof leather satchel with wrecked ship's log (+2 on knowledge rolls about buried treasures)</i>			
NOTES			BACKGROUND <i>A sturdy, dashing Scottish explorer looking for hidden treasures all around the Caribbean. He is gathering information, money and provisions for his next exciting expedition</i>		PD	
			<i>Adventurers!</i> CHARACTER CARD			

NAME <i>Adelheid Van Dycke</i>			CONCEPT <i>Charitable Abbess (Merciless Spy)</i>			LANGUAGES <i>Dutch, French, Spanish</i>	
STR 0	AGI 2	MND 4	ATT 2	DEF 2	END 5	HER 1	
SPECIAL ABILITIES <i>Charisma, stealth</i>			GEAR <i>Abbess' robe, Black widow poison (-2) Effect: lose 1 End, Time interval: 1 minute, Duration: 1 hour or until victim dies. Dirk (Agi, range (5), swift), Healing kit (+1 to healing rolls)</i>				
NOTES			BACKGROUND <i>Adelheid pretends to be an abbess of a faraway Dutch order, looking for an island suitable for a new nunnery. This charitable, faithful and persuasive person is just a fake identity, hiding a cunning, merciless spy ready to leak precious information and silently backstab her employers' enemies</i>				
			PD		<i>Adventurers!</i> CHARACTER CARD		

NAME <i>Jacques Montaigne</i>			CONCEPT <i>Quartermaster</i>			LANGUAGES <i>French, Spanish</i>	
STR 2	AGI 2	MND 2	ATT 3	DEF 2	END 7	HER 3	
SPECIAL ABILITIES <i>Mobility (watercraft), survival</i>			GEAR <i>Coins (2), Cutlass (Agi/Str, Balanced, Swift), Black powder pistol (Agi, +1 Dmg, -1 AR, Slow 1, Range 15), Sailor's outfit, Spyglass</i>				
NOTES			BACKGROUND <i>A seasoned sailor, Jacques has worked as a sailor on many different merchant ships, earning the title of Quartermaster. Now, he wishes to pursue his dream of becoming Captain of his own ship</i>				
			PD		<i>Adventurers!</i> CHARACTER CARD		