

THE HUNGRY BOLECAT

HULL SIZE: 3

HULL POINTS: (15)

ADF: 3 MR: 3

DCR: 29

WEAPONS: LP LB

DEFENCES: RH.

OWNER: N/A

CAPTAIN ABOARD: REL DACKFIN

HOME SYSTEM: DRAMUNE

HULL SIZE: 3

AGE: 12 (CHANCE OF BREAKDOWN = 3%)

TYPE OF ENGINES: GUMPI MOMENTUM ENGINES CLASS A

NO. ENGINES: 2

FUEL COMPLEMENT: 3 PELLETS EACH (750 UNITS/PELLET)

PRESENT FUEL SUPPLY:

VOID SPEED: 405 STANDARD FUEL CONSUMPTION (POWER): 2 FUEL UNITS/20 HOURS MINIMUM: 1 FUEL UNIT/20 HOURS

LAST OVERHAUL: 1/12/59

LAST MAINTENANCE: 8/17/59

CREW: 3 + ROBOT OR 6 + ROBOT (LEV 4)

LIFE SUPPORT

MAIN: TYPE 2

BACK-UP: TYPE 2, TYPE 2

NUMBER SUPPORTED: 3-6

3-6

3-6

SCANNERS: RADAR (RANGE 400,000 KM), ENERGY SENSOR (500,000 KM), OPTICAL TELESCOPE, RADIOTELESCOPE, SCANNER SENSORS, VIDEOCOMM+SUBSPACE DETECTORS, LIFEFORM SCANNER, SKIN SENSORS, CAMERAS

COMMUNICATION EQ: VIDEOCOMM.

MAIN COMPUTER

COMPUTER LEVEL: 5

PROGRAM	LEVEL
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ATOMIC DRIVE	4
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LIFE SUPPORT	1
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DAMAGE CONTROL	2
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SKIN SENSORS	1
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ALARM	2
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COMPUTER LOCKOUT	5
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DAMAGE CONTROL	2
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COMMUNICATION (INTERCOMS+CAMERAS)	2
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COMPUTER SECURITY	4
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COMBAT COMPUTER

COMPUTER LEVEL: 4

PROGRAM	LEVEL
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LASER PULSERS	1
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LASER BATTERY	1
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CREATIVE (COMBAT DISPLAY)	2
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INTERNAL SECURITY (DOORS+ELFV)	2
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ROBOT MANAGEMENT	4
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COMPUTER SECURITY	4
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ASTROGATION COMPUTER

COMPUTER LEVEL: 3

PROG.	LEV.
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ASTROGATION	4
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ANALYSIS/INFO (INFO STORAGE)	2
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THE HUNGRY POLECAT

DECK 1: THE BRIDGE

THE CURVING WINDOW OVERHEAD IS BULLET PROOF (NORMAL BALLISTICS DO NOT PENETRATE).

BOTH CHAIRS ARE ELECTRO-ADJUSTABLE AND PROTECTED BY GAUSS SCREENS

FROM THE PILOT SEAT ALL 3 COMPUTERS CAN BE ACCESSED AND, IF NECESSARY, COMMANDS CAN BE SECURED TO THIS POST ONLY,

IN TIMES OF NEED, DACKFIN CAN CONNECT TO THE LP STATION AND FIRE BUT HE SUFFERS -20% TO HIT AND CAN'T PILOT UNUSUAL MANEUVERS.

THE TWO SPACESUIT LOCKERS ARE METAL CABINETS.

THE LADDER ASCENDS 1.5M INTO A CRAMPED CRAWLSPACE, USABLE FOR BOTH MAINTENANCE/REPAIRS OR AS A SPARE CABIN FOR UP TO 2 PEOPLE. HIDDEN BEHIND A FALSE BULKHEAD IS A SECRET CASHÉ WITH THE FOLLOWING ITEMS HUNG ON RACKS:

2 LASER KE-1500 PISTOLS W/ CLIP

2 MASER PENETRATORS W/CLIPS

3 SKINVESTS

IF NECESSARY, 1 PERSON COULD HIDE IN HERE, OR A CLOSET-SIZED AMOUNT OF CONTRABAND

TYPICALLY, DACKFIN HAS HIS SUIT HERE MOST OF THE TIME

DECK 2: ENGINEERING

"BONEY" USUALLY SITS AT THE ENGINEER'S POST UNLESS PERFORMING NAVIGATION, HIS SPACESUIT IS USUALLY IN THAT STEEL LOCKER ↑

ALL CHAIRS HAVE GAUSS PROTECTION AND ARE ADJUSTABLE.

BESIDE THE ASTROGATOR'S SEAT IS A LOW TABLE (AGAINST THE WALL)

CALLY'S SPACESUIT IS IN THE LOCKER NEAR THE LB POST BECAUSE SHE LIKES TO BE NEAR STOCKER WHEN IT'S SHOOTING (USE COMPUTER ATTACK % COLUMN)

THE MAIN COMPUTER HAS 23 STR. PTS + 250 STR. PTS FROM A 5 LAYERED STRONGBOX (LEV 5 LOCK)

THE COMBAT COMPUTER HAS 14 STR. PTS + 100 STR PTS FROM A 2 LAYERED STRONGBOX "

THE ASTRO COMPUTER HAS 6 STR. PTS

DECK 3: COMMON DECK

THE KITCHEN AREA IS SELF-EXPLANATORY, THE 10 PLATES CUPS ETC. ARE ABOVE THE OVEN. THE FRIDGE CONTAINS ENOUGH FOOD TO LAST 1 PERSON 50 DAYS.

THE DESK CONTAINS STANDARD PAPERWORK, DACKFIN'S PILOTING LICENCE, IMPORTANT DOCUMENT WHICH HAVEN'T BEEN USED IN AGES, TARIFF CODE BOOKS, ETC.

THE COMPUTER TERMINAL CAN ACCESS ALL 3 COMPUTERS AND SOMETIMES IS USED AS A GLORIFIED GAME MACHINE AND VCR.

THE CHAIR IS ADJUSTABLE BUT NOT GUASS PROTECTED.

THE BAR CONTAINS A SMALL FRIDGE WITH 36 BEER CANS AND 12 CIDER/COOLERS. IN THE RACKS ARE:

- 4 BOTTLES OF DECENT WINE (VINTIKLIK 55, KEIVESCU 57, TINTH 51, GA-CHOONI 49)
- 2 MICKES OF RYE (FAIR)
- 1 BIG BOTTLE OF SCOTCH (FAIR)
- 1 SMALL BOTTLE OF BRANDY (FAIR)

TO OPEN THE SECRET DOOR, PUSH IN THE BULLSEYE ON THE DAGGERDART BOARD AND THEN SPIN IT UNTIL IT STICKS OUT FAR ENOUGH TO GRASP (LIKE STEERING WHEEL). THE DOOR SWINGS OPEN OUTWARD TO THE LEFT. IN A SQUEEZE, 2 PEOPLE OR 1 VRUSK CAN HIDE IN THERE. THERE'S AN AUTORIFLE W/ 2 CLIPS HANGING HERE.

THE AIRTIGHT HATCH (100 STR. PTS) SWINGS UP AND A 8M LONG LADDER DESCENDS TO A SIMILAR HATCH INTO DACKFIN'S QUARTERS WHERE IT APPEARS TO BE THE CEILING PLATE THE LIGHT IS FIXED TO (TURN 180° AND PULL TO OPEN HATCH FROM THERE).

DECK 4: CREW'S QUARTERS

SOMEWHAT SELF EXPLANATORY BUT HERE'S A DESCRIPTION OF THE INDIVIDUAL ROOM

DACKFIN'S: VERY SLOPPY. DACKFIN DOESN'T SECURE HIS STUFF MUCH AND IT FLIES ABOUT THE ROOM. IN THE TOP DRAWER IS A MASER PENETRATOR (NEAR THE BED) ALONG WITH A SIXPACK AND COLLECTION OF MOTORCYCLE MAGAZINES. IN THE LONG DRAWER CABINET UNDER THE THREE WINDOWS ARE MOST SHIRTS, GINCH, AND SOCKS DACKFIN WEARS. IN THE CORNER, A ROUND STAR TREK STYLE SET OF DRAWERS HOLDS UNUSUAL CLOTHING LIKE SWIMMING TRUNKS, SHORTS, LONGJOHNS, ETC. FINALLY, TRENCHCOAT, WINTER JACKET, 2 PAIRS OF BOOTS, 1 SKINSUIT, AND 1 ALBEDO SUIT HANG IN THE CLOSET. 1000CR HIDDEN IN ENVELOPE IN 1 BOOT

BONEY'S: ORDERLY AND NICELY FURNISHED, BONEY HAS TYPICAL TRIANGULAR FURNISHINGS OF A VRUSK. THE WEIRD THING NEAR THE BED IS A VRUSK CHAIR AND BONEY LIKES TO READ HERE WHEN SHE HAS SPARE TIME, ON THE WALLS ARE PAINTINGS (WELL SECURED) WORTH 100CR AND 250CR RESPECTIVELY. THE DRAWERS OPPOSITE THE CHAIR CONTAIN SOME ARTSY TRINKETS: OCRE CRYSTAL (75CR), BEADS (100CR), TONK'T INDUCING INCENCE STICKS (19 x 5CR EACH), SMALL GONG (20CR), CRYSTAL ABACUS (400CR) ALSO HERE ARE A DOZEN MEDIOCRE TO BRILLIANT MYSTERY NOVELS. IN HER OTHER DRAWERS ARE A VARIETY OF SHIRTS, TROUSERS, COVERALLS, AND 4-PAIR SHOES. ALSO HERE ARE VRUSK CARAPACE WAX AND SHINE KITS. IN THE CLOSET CAN BE FOUND WINTER AND RAIN GEAR AND 4 VRUSK SKEINSUITS.

CALLY'S: YOU WOULDN'T BELIEVE ANYONE LIVES HERE. EXCEPT FOR EXTRA CLOTHING IN THE DRAWERS, THIS ROOM IS BARREN, EVEN THE BED ISN'T SLEPT IN (CALLY USUALLY SLEEPS IN ODD PLACES AROUND THE SHIP).

BUBBA, CHEVAS, AND SAL-RA-MA'S: UNTIL THEY MOVED IN, THESE WERE EMPTY.

THE BATHROOM AND SHOWER ROOM ARE FAIRLY SELF EXPLANATORY (ONLY A SMALL LOAD OF LAUNDRY CAPABLE AT ANY TIME).

EXCEPT THE HATCHES TO THE ESCAPE PODS WHICH OPEN OUTWARD ~~AND~~ HAVE 100 STR. PTS., ALL DOORS HERE CAN BE LOCKED FROM INSIDE THE ROOM (LEV 3 MECHANICAL), ROLL UP INTO THE CEILING, AND HAVE 30 STR. PTS.

DECK 5: MAINTENANCE

THE AIRLOCK IS SECURED BY A LEV 5 VOICE RECOG. LOCK (IN A VACUUM, SPACEHELMET MICROPHONE LEADS CAN PLUG IN TO AIRLOCK JACK). THE PERSON JUST SAYS THEIR NAME. THE OUTER HATCH HAS 220 STR. PTS AS DOES THE INNER; BOTH DOORS SPLIT ALONG THE "EQUATOR" AND YAWN OPEN, THOUGH A BUTTON INSIDE ALLOWS ONE TO MANIPULATE THE DOOR SO ONLY ONE SIDE OPENS, CREATING A KIND OF STEEL FENCE TO PROVIDE COVER IN COMBAT. THE PORTALS HAVE 75 STR. PTS EACH AND ARE BULLETPROOF. IT TAKES 90 SECONDS / 1½ MINUTES / 15 TURNS FOR THE AIRLOCK TO PRESSURIZE. THERE IS NO DECONTAMINATION DEVICE PRESENTLY INSTALLED.

OUTSIDE THE AIRLOCK ARE 2 LADDER WRINGS LEADING TO THE GROUND IF IN STANDARD LANDING PATTERN OR HORIZONTAL MODE.

INSIDE, BEYOND THE AIRLOCK ARE 3 USUALLY EMPTY SPACESUIT LOCKERS. OPPOSITE IS A LARGE CABINET IN WHICH ARE:

- 1 ROCKETPACK
- 3 ROCKET FUEL TANKS
- 1 TECHKIT
- 2 WELLASERS
- 10 PLASTISEALS
- 1 VRUSK + 1 HUMAN INSSUIT
- 8 ANCHORS

IN THE CENTER OF THE ROOM IS A LOCKER WITH 8 EXTRA LIFE SUPPORT PACKS FOR SPACESUITS.

NEXT TO THAT IS A SMALLER LOCKER (1.4 M HIGH) CONTAINING:

- 58 EXTRA PATCHES
- 1 SET VRUSK MAGNETIC SHOES + 2 SETS VELCRO
- 1 SET HUMAN MAGNETIC SHOES + 3 SETS VELCRO
- 1 SET YAZIRIAN MAGNETIC SHOES
- 1 LEFT PICWICK VELCRO SHOE
- 1 OSAKAR SPACESUIT GLOVE

LOCKED WITH A LEV 4 COPPER CARD LOCK, THE 150 STR. PT. DOOR LEADS TO THE ARMOUR

- | | | | | | |
|-----|-----------------------------|----------|--------------------------------|--|----------------------|
| CHE | 2 KE-2000 RIFLES W/CLIP | BUB. (a) | 11 20 SEU CLIPS (BOX) | | 1 ALBEDO SCREEN |
| | 1 MISSILIER (W/CLIP) TYPE I | BUB. (a) | 5 20 SEU CLIPS (TUBE) | | BUB. 1 INERTIA SCREE |
| | 1 RAFFLUR M-2 W/CLIP | | 6 10 SEU CLIPS | | 1 V ALBEDO SUIT |
| | 1 ELECTROSTUNNER W/CLIP | | 1 100 SEU POWERBACKPACK | | 1 H ALBEDO SUIT |
| | 1 SONIC STUNNER W/CLIP | BUB. CHE | 2 50 SEU POWER BELTPACKS | | 2 H SKEINSUITS, M |
| | 2 MASER PENETRATORS W/CLIP | | 1 25 SEU POWER ARM PACK | | (1 FOR CALLY) |
| | 1 AUTOMATIC RIFLE W/CLIP | | WARHEADS: | | 1 V+H SYNTHVELOPE |
| | 2 GYROJET RIFLES W/CLIP | | 5 HI-EXPLOSIVE | | 1 H DEAD SUIT |
| CHE | 10 FRAG GRENADES | | 8 DOZE | | 5 SKEINVESTS |
| | 4 NIGHTFALL GRENADES | | 3 TANGLER | | 3 ALBEDO VESTS |
| | 4 SMOKE GRENADES | | 2 FIELD CRUSHER | | 1 SYNTHSHIRT |
| | 2 INFRA GRENADES | | 6 SLICK | | GASMASKS: |
| | 10 TANGER GRENADES | | 10 AUTORIFLE CLIPS (30 BULLET) | | 4 PYH, 2 D, 3 V, 1 |
| | 7 FLASH GRENADES | | 14 GYROJET RIFLE CLIPS | | 4 VIALS SOLUWAY |
| | 1 ELECTRIC SWORD W/CLIP | | | | 1 SALGEL |
| | 1 PR HUMAN SHOCK GLOVES | | | | |
| | 1 STUNSTICK W/CLIP | | | | |

NEXT TO THE ARMOURY IS MAINTENANCE, WHERE MOST REPAIRS ARE CONDUCTED.

IN THE CABINET MARKED "TOOLS" ARE THE EQUIVALENT OF A TECHKIT PLUS LOTS OF BOLTS, NUTS, NAILS, SCREWS, ETC.

IN THE "BARREL" ARE MANY LONG PIPES, STEEL RODS, ~~IR~~ GIRDERS, ETC. THE BARREL ACTUALLY RUNS TO THE CEILING AND IS A CHICKEN WIRE CYLINDER WITH A DOOR ON ONE SIDE.

THE CABINET LABELLED "ROBOT TOOLS" ARE THE EQUIVALENT OF A ROBCKIT PLUS ENOUGH PLATING TO GIVE 200 STR. PTS BACK IN REPAIRS. ALSO HERE ARE 1 EXTRA PAIR OF ARMS, 1 EXTRA PAIR OF LEGS,

THE LONG TABLE ALONG THE WALL CONTAINS LARGE TOOLS LIKE DRILLS, LASER SAWS, A VICE, ETC.

SECURED TO THE WALL BY NUMEROUS STRAPS ARE ENOUGH HULL SECTIONS TO REPAIR 20 HULL POINTS OF DAMAGE.

NEXT TO MAINTENANCE IS A COLLECTION OF ENGINEERING MACHINERY.

THE POWER TRANSFERRAL DEVICE, ESSENTIALLY THE "POWER CORD" OF THE SHIP, TRANSFERS 1000 SEU'S / HOUR OR 2 FUEL UNITS / 20 HOURS FROM THE ENGINES TO POWER THE SHIP. REMEMBERING THAT 10 000 SEU'S EQUAL 1 FUEL UNIT, THERE SHOULDN'T BE MUCH WORRY IF THE PCs FILL UP THEIR POWER PACKS REGULARLY. ALSO REMEMBER THAT ADF AND MR USE UP A FUEL UNIT EACH, THE LP USES 10% OF A FUEL UNIT AND THE LB USES 20% WITH EACH SHOT.

THE RECHARGE LINES ARE 5 POWER CORDS THAT FUEL POWER PACKS AT A RATE OF 50 SEU'S / HOUR NORMALLY OR 100 SEU'S IF RUNNING ON MINIMAL POWER.*

1 LINE ONLY	50 SEU'S / HOUR		100 SEU'S / HOUR
2 LINES ONLY	25 SEU'S EACH "		50 SEU'S EACH "
3 LINES	16 SEU'S EACH "	OR IF ↑	33 SEU'S EACH "
4 LINES	12 SEU'S EACH "		25 SEU'S EACH "
ALL 5 LINES	10 SEU'S EACH "		20 SEU'S EACH "

* MINIMAL POWER MEANS SHUTTING OFF UNNEEDED LIGHTS AND LIFE SUPPORT (TYPICALLY DECK 6), SHUTTING DOWN THE COMBAT AND ASTROGATION COMPUTERS, DEACTIVATING THE SENSORS (DEFINITELY RAAR), TURNING OFF THE VIDEOCOMM (WHICH MEANS NO RECEIVING AS WELL AS TRANSMITTING), DISCONNECTING THE GRAVDEG ABSORBER, RESISTING USING THE POWER TOOLS IN MAINTENANCE AND THE CRANE IN THE CARGO HOLD AND NOT COOKING WITH THE OVEN OR LETTING THE DISHWASHER CLEAN THE DISHES. AND INSTEAD OF RUNNING THE ELEVATOR, THE CEILING AND FLOOR HATCHES ARE OPEN AND YOU MUST CLIMB THE LADDER.

NEXT TO THE POWER CONVERTER IS THE GRAVDEG ABSORBER WHICH DAMPENS THE SHIP'S THRUST TO 20% WHAT IT WOULD REALLY BE. NOTE THAT 5G IS BAREABLE, 10G WILL KNOCK ANYBODY OUT, AND 15G COULD INFLIC DAMAGE (HOW MUCH I'M NOT SURE).

BESIDE THE GRAVDEG ABSORBER ARE THE 3 CONNECTED EMERGENCY BATTERIES EACH ONE CONTAINS 4000 SEU (0.4 FUEL UNIT) IS 75cm WIDE AND 3m TALL WEIGHING 100 KG. USUALLY "STOCKER" REPLACES THESE WHEN NEEDED, THE MACHINERY THESE BATTERIES CONNECT TO IS EMERGENCY POWER, WHILE NOT ESSENTIAL, SHOULD THESE BE KNOCKED OUT IN BATTLE, YOU'D BETTER PRAY THE POWER TRANSFERAL DEVICE ISN'T KNOCKED OUT TOO OR THE SHIP BECOMES A DEAD HULK.

THE LAST PIECE OF HARDWARE HERE IS THE FUEL DELIVERY SYSTEM. ATOMIC PELLETS CAN BE SAFELY FED TO THE ENGINES HERE (OR RETRIEVED) VIA A KIND OF GHOSTBUSTERS "LIGHT IS GREEN, TRAP IS CLEAN" RADIATION TRAPLOCK CHAMBER. BELOW THIS UNIT ARE 8 FUEL PELLET SAFETY CONTAINERS WHICH ARE MADE OF LEAD, WEIGH 10KG EMPTY, 25 KG FULL AND LOOK LIKE LUNCHBOXES (ONE CONTAINER HOLDS ONE PELLET), PRESENTLY THESE CONTAINERS ARE EMPTY.

THE LAST ROOM (NOT LOCKED) IS THE INFIRMARY. IN THE CENTER OF THE ROOM IS THE OPERATING TABLE COMPLETE WITH ALL THE UTENSILS FROM 1 MEAKIT (PLUS 2 EXTRA MEDSCANNERS) INSIDE THE SIX DRAWERS UNDERNEATH.

NEXT TO THE PORTAL IS A BED FOR RECOVERY

INSIDE THE CABINETS AT THE END OF THE ROOM ARE:

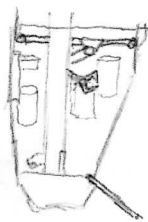
DRUG	DOSES	
BIOCORT	284	PLASTIFLESH 41 CANS (6 PER CAN) 1111
ANESTHETIC	274	ANTISEPTIC 12 BOTTLES (10 PER BOTTLE)
STAYDOSE	66	
OMNIMYCIN	84	ALLERTABS 73
ANTIBODY PLUS	111	DEHY-TABS 41
ANTITOX	124	ELAST-TABS 44
STIMDOSE	141	FUNGI-TABS 27
TELOL	46	
SPOREKILL	51	
NEUTRAD	96	

FINALLY,

DECK 6 : STORAGE

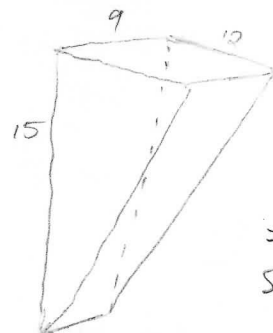
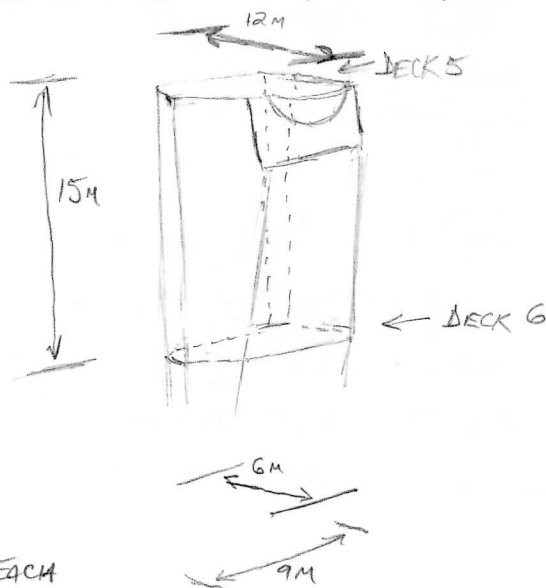
HERE ARE THE ACTUAL DIMENSIONS OF THIS LARGE CHAMBER:

TO ASSIST IN THE LOADING AND UNLOADING OF FREIGHT THERE IS A CRANE ARM ON A TRACK AT THE TOP OF THE CHAMBER



THIS ARM IS CAPABLE OF REACHING RIGHT TO THE FLOOR, HAS 220 STR. PTS AND CAN LIFT UP TO 1000 KG.

THE RAMP DOORS HAVE 500 STR. PTS EACH A RF



= 810 m^3
STORAGE CAPACITY

3 UNITS OF FREIGHT STORAGE

SECURED ALONG THE WALLS OF THIS CHAMBER, ON RACKS AND SECURED SHELVING (WHICH CAN BE ALTERED TO ACCOMMODATE MOST OBJECTS) ARE THE SHIP'S SUPPLIES AND FREIGHT. LOCATED ABOVE THE CRANE, CONNECTED TO PIPES AND VALVES, ARE THE OXYGEN AND WATER TANKS FOR LIFE SUPPORT AND PLUMBING. THE OXYGEN TANKS NUMBER 6 (ONE FOR EACH DECK) AND ARE APPROXIMATELY 1 m^3 (THE SIZE OF THE EMERGENCY BATTERIES). THERE ARE THREE WATER TANKS (2 FRESH, 1 WASTE) APPROXIMATELY 2 m^3 (THE SIZE OF A TYPICAL SEPTIC TANK).

SHIP'S SUPPLIES

3 EXTRA EMERGENCY BATTERIES
(PRESENTLY ALL CHARGED)

200 DAYS RATIONS } IN CASE LIFE SUPPORT
100 L WATER } FAILS

10 EXTRA SPACESUIT LIFE SUPPORT PACKS

0 EXTRA FUEL PELLETS

ENOUGH TO REPAIR LANDING GEAR (x2)

" " " CRANE ARM (x1)

2 3M LONG LADDERS

1 GROUND CYCLE (SEE WRITE UP)

1 EXPLORER (SEE WRITE UP)

100 STR. PTS OF REPAIR MATERIAL FOR CYCLE

350 STR. PTS OF REPAIR MATERIAL FOR EXPLORER

↑ EQUAL TO $\frac{1}{2}$ UNIT OF STORAGE

FREIGHT

500KG CRATE OF UNREFINED SILVER ENCRUSTED ROCK
WHEN REFINED

100KG OF SILVER BARS (20) WORTH ?

$\frac{1}{2}$ UNIT (ROUGHLY 100 m^3) OF VEGETABLES

$\frac{1}{2}$ UNIT " " OF FRUIT

$\frac{1}{2}$ UNIT WATER

1 UNIT (200 m^3) OF MAGNESIUM

Name: REL DACKFIN

Race: HUMAN, NORVIC
Sex: MALE
Hand: RIGHT
Age: 34
Height: 1.9 M
Weight: 90 KG
Walk: 15
Run: 45
Per Hour: 7 Km

STR/STA: 72/75
DEX/RS: 52/55
INT/LOG: 46/48
PER/LDR: 62/45
COM: 20
Looks/Smell: PICTURE

Current STA (75): 20 44 70
Attack Mod: +1 MELEE
AL: 5 MRM: 6
IM: 6 PS: 7
Special Abilities:

Weapons:

~~KE 1000 PISTOL (SET 4)~~
~~AUTOPISTOL~~
~~SONIC KNIFE~~

Ammo:

~~BACKPACK + 5 CLIPS~~
~~5 CLIPS (30 BULLETS)~~
~~1 CLIP~~

Shots Taken:

~~4~~

Equipment:

~~BACKPACK, CHRONOCOM, WALLET (225 CR 62 TAL)~~

Defences:

Suit: ~~SKEINSUIT, SKEINVEST, SYNTHVELOPE~~
Suit Points Left (50): 44
VEST (25) ~~2/12~~ VELOPE (100)

Screen: ~~ALBEDO~~

Power Source: ~~POWERBACKPACK~~
~~POWERBELTPACK~~

Total Power (100): ~~12 76 23~~
65 64

Personal File:

Home Planet: RUPERT'S HOLE

Home System: CASSIDINE

Birthday: 7/7/25

Languages: PANGAL, HYRATCHU(4)

Profession: ENFORCER

EXP TOTAL: 247

Skill:

	Lev	Exp. Needed
BEAM WEAPONS	5	10
PGS	5	10
BRAWLING (+8 PS)	4	8
PILOT SPACESHIP	3	6
VEHICLES: AQUA	2	4
VEHICLES: ATMOSPHERIC	6	12
VEHICLES: SPACE	1	2
COMPUTERS: ACCESS+OP	1	1
COMPUTERS: BYPASS SEC	2	8
COMPUTERS: DISPLAY INFO	1	4
DAMAGE CONTROL: ATOMIC	3	12
MACHINERY: REPAIR	5	20
ENGINEER: NUCLEAR	3	12
ENGINEER: MECHANICAL	1	4
EVASION	4	8
GUNNERY: ENERGY WEAPONS	4	8
INCREASE FF ACCURACY	2	4
INCREASE MR	4	8
VEHICLES: TRANSPORTS	3	6
VEHICLES: CARS	3	6
VEHICLES: REPAIR	3	12
WEAPONS: DEMOLITIONS	2	4

Documents:

Name: J'USKA "BONEY" V'TORPATZ

Race: VRUSK
Sex: FEMALE
Hand: AMBIDEXTROUS
Age: 39
Height: 1.5m * 1.5m
Weight: 85 Kg
Walk: 19
Run: 44
Per Hour: 8

STR/STA: 45/58
DEX/RS: 63/60
INT/LOG: 45/61
PER/LDR: 45/40
COM: 40
Looks/Smell:

Current STA (58): 5544
Attack Mod: +1 RANGED
AL: 4 MRM: 5
IM: 6 PS: 5
Special Abilities:
AMBIDEXTROUS
COMPREHENSION 28%

Weapons:

RAFFLOR M-1 (CONCEALED)
MASER PENETRATOR

Ammo:

MICRODISK (2 SPARE)
5 CLIPS (10 SHOTS)

Shots Taken:

11

Equipment:

WALLET (740 CR, 22 TAL), BELT W/POUCH

Defences:

REMEMBER! ABSORBS 1/2 BALLISTIC
Suit: MASER MESH (1/2), SKIN VEST, ALB. SUIT
Suit Points Left (100):
SK. VEST (25) 23 19

Screen: SONIC

Power Source: POWERBELTPACK

Total Power (50): 4846

Personal File:

Home Planet: TRIAD

Home System: CASSIDIANE

Birthday: 1/14/20

Languages: RANGAL, LENEZ (RH)

Profession: TECHEX

EXP. TOTAL: 180

Skill:	Lev	Exp. Needed
FIND LOCATION	5	20
ASTRONOMY	4	16
NAVIGATE SPACE	1	4
COMPUTERS: ACCESS + OP	1	-
PLOT INTERSTELLAR JUMPS	1	4
PHYSICS	4	8
RISK JUMPING	2	8
DAMAGE CONTROL: ATOMIC	4	8
MACHINERY: REPAIR	5	10
ENGINEER: NUCLEAR	3	12
ENGINEER: MECHANICAL	4	8
DAMAGE CONTROL: ION + CHEM	1	2
ENGINEER: ALT. ENERGY	3	6
MONITOR SYSTEMS	1	2
STRESS ANALYSIS	1	2
WEAPONS: BEAM	3	12
WEAPONS: PGS	2	4

Documents:

Name: CALLY

Race: HUMAN, NORVIC

Sex: FEMALE

Hand: RIGHT

Age: 14

Height: 1.5 M

Weight: 50 KG

Walk: 8

Run: 23

Per Hour: 4

STR/STA: 25/25

DEX/RS: 40/40

INT/LOG: 40/50

PER/LDR: 50/40

COM: 60

Looks/Smell: BRUNETTE
BLUE EYES

Current STA (25):

Attack Mod: -1 RANGED / -3 MELEE

AL: 1 MRM: 3

IM: 4 PS: 3

Special Abilities:

MUTE

Weapons:

Ammo:

Shots Taken:

Equipment:

Defences:

Suit:

Suit Points Left ():

Screen:

Power Source:

Total Power ():

Personal File:

Home Planet:

Home System:

Birthday:

Languages:

Profession: NONE

EXPERIENCE TOTAL: 12

Skill:

Lev

Exp.

Needed

GUNNERY: ENERGY

1

4

WEAPONS: BEAM

2

8

COMPUTERS: ACCESS+DP

1

-

ROBOTICS: ID

1

-

ROBOTICS: REPAIR

1

4

Documents:

NOTE: DACKFIN TAUGHT BEAM+GUNNER

RARVEY (DOD) TAUGHT ROBOTICS

"STOCKER"

ROBOT TYPE: INDUSTRIAL LOADER

LEVEL: 4

BODY TYPE: STANDARD

HEIGHT: 1.8 m

WEIGHT: 130 kg

SPEED WALKING: 10 m/TURN RUNNING: 60 m/TURN PER HOUR: 6 km

STRUCTURE POINTS: (100) ~~88~~ 76 26

ATTACK COLUMN: 5 "MILEAGE" = 1 SEU/HOUR M

IM: 7 PRESENT SEU: (500) 350

PS: 25

MRM: 6

STRENGTH: 250 (CAN LIFT 500 KG FOR SHORT DISTANCE)

WEAPONS

BUILT-IN GYROJET SIDEARM

SHOCK GLOVE BODY

AMMO

30 BULLETS IN ARM

PARABATTERY

SHOTS TAKEN

44 11 11

ROBOPROGS: ATTACK / DEFENCE, SELF DEFENCE, SEARCH + DESTROY, COMPUTER LINK, SECURITY LOCK, TASK LIST, SPEECH SYNTHESIS, AUDIO ANALYSIS, VIDEO ANALYSIS, INFO STORAGE (STOCK), GUNNERY: ENERGY

MISSION: DO WHAT YOU ARE TOLD BY US OR ELSE PROTECT TARGET

FUNCTIONS:

DO = OBEY UNLESS THE IMMEDIATE CONDITIONS WOULD DESTROY YOU

WHAT = ACCESS THE APPROPRIATE PROGRAM THAT INSTRUCTS YOU HOW TO PERFORM TASK SUCCESSFULLY

APPROPRIATE PROGRAM = EITHER [ONE OF THE ABOVE] OR FROM LIST OF "HOW TO..." PROGRAMS

YOU = STOCKER

TOLD = [IN ORDER OF PRIORITY] COMPUTER COMMAND, VERBAL COMMAND, VISUAL SIGNALS

US = [IN ORDER OF PRIORITY] V'TORPATZ, DACKFIN, CALLY

PROTECT = ACCESS THE APPROPRIATE PROGRAM THAT WILL REMOVE DETECTED OR IDENTIFIED THREATS

REMOVE = RENDER INERT [USUALLY MEANS KILL BUT COULD MEAN ESCAPE FROM, CAGE, ETC.]

TARGET = PERSON, VEHICLE, OR PLACE SPECIFIED

EQUIPMENT

VOICEBOX SPEAKER

STANDARD VIDEO CAMERA

LEV 3 MECHANICAL LOCK ON BACK

LEV 2 " " IN BACK

LEV 2 " " ON PROGS

EVERFLAME FINGER

RADIOPHONE

COMPASS

EMERGENCY BEEPER

" " RECIEVER

FIRE EXTINGUISHER

FLASHLIGHT