



Name: Jaret Vik  
 Race: Human  
 Appearance: Dennis Storhøi

Player: DRL  
 Ht: 5'9" Wt: 185 Age: 30  
 Spent: 228  
 Unspent: 2

CHARACTER SHEET

ST 12	[ 20]	HP 12	[ 0]	Basic Speed 5.75	[ 0]
DX 12	[ 40]	Will 12	[ 0]	Basic Move 5	[ 0]
IQ 12	[ 40]	Per 14	[ 10]	BL 29 lb	(ST×ST)/5
HT 11*	[ 10]	FP 11	[ 0]	Thr 1d-1	Sw 1d+2
TL 10	[ 0]	SM +0			

\* Conditional: +1 from 'Fit'

Vision 14	Taste/Smell 14	Death Check 12*
Hearing 14	Fright Check 14†	Broad Jump 2.33 yd
Touch 14	Consciousness 12*	High Jump 1.67 ft

\* Includes: +1 from 'Fit' † Includes: +2 from 'Combat Reflexes'

HP 3, 0, -12, -24, -36, -48, -60 FP 3, 0, -11

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1.45 tn

\* Takes 2 seconds to complete ‡ Double with a running start  
 † Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

ENCUMBRANCE TABLE					
Name	* None *	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	9	8	7	6	5

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	10*	8*	9*	
Judo	DX	DX	None	

Loc.	HP	#
Eyes	2	
Neck	—	
Skull	—	
Face	—	
Torso	—	
Groin	—	
Arms	7	
Hands	5	
Legs	7	
Feet	5	

Bonus DR: 0  
 Bonus DB: 0

Notes:

\* Includes: +1 from 'Combat Reflexes'



REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0*

\* Conditional: +1 from 'Born Tactician', +2 from 'Sense of Duty (The Team)' when in dangerous situations if Sense of Duty is known, +1 from 'Born Spacer', +1 from 'Talker'

CULTURAL FAMILIARITIES

Native	Pts
Terran (Native) (p. B23, BS183)	[ 0]
Non-native	Pts
Vilani (p. B23)	[ 1]

LANGUAGES

Native	Spoken	Written	Pts
English (Native) (p. B24)	Native	Native	[ 0]
Non-native	Spoken	Written	Pts
High Vilani (p. B24, T:IW134)	Accented	Literate	[ 4]
Morse Code (p. B24)	Accented	Literate	[ 2]

TEMPLATES AND META-TRAITS

Name	Pts
Marine (Traveller: Interstellar Wars) (p. T:IW151)	[ 0]
Military Hand-To-Hand - Fairbairn Close Combat Training (Martial Arts) (p. MA182)	[ 0]

ADVANTAGES	
Name	Pts
Born Spacer 1 (p. TS:CT)	[ 5 ]
Born Tactician 1 (p. T:IW135)	[ 10 ]
Combat Reflexes (p. B43)	[ 15 ]
Courtesy Rank (Marine Lieutenant) 3 (p. B29)	[ 3 ]
Fit (p. B55)	[ 5 ]
Merchant Rank 1 (p. B29)	[ 5 ]
Signature Gear (Assault Carbine) 1 (p. B85)	[ 1 ]
Talker 1 (p. B89, MY108)	[ 5 ]

PERKS	
Name	Pts
Improvised Weapons (Karate) (p. MA50)	[ 1 ]
Style Familiarity (Military Hand-to-Hand - Fairbairn Close Combat Training) (p. MA182)	[ 1 ]

DISADVANTAGES	
Name	Pts
Addiction (Tobacco) (Cheap) (Highly addictive; Legal) (p. B122)	[ -5 ]
Code of Honor (Soldier's) (p. B127)	[ -10 ]
Debt (Paying off bank-loan for gear) -10 (p. B26)	[ -10 ]
Intolerance (Bureaucrats & Nobility) (One group) (p. B140)	[ -5 ]
Pacifism (Cannot Harm Innocents) (p. B148)	[ -10 ]
Sense of Duty (The Team) (Small Group) (p. B153)	[ -5 ]

QUIRKS	
Name	Pts
Affects a "blindly positive outlook" at all times	[ -1 ]
Always "trying to quit" smoking	[ -1 ]
Congenial (p. B164)	[ -1 ]
Known to break a rule or two to "get things done" (p. B164)	[ -1 ]
Self-described "Space Viking"; proud of his Scandinavian heritage	[ -1 ]

SKILLS			
Name	Level	Relative	Pts
Armoury/TL10 (Small Arms) (p. B178)	11	IQ-1	[ 1 ]
Brawling (p. B182)	12	DX+0	[ 1 ]
Parry: 10			
Climbing (p. B183)	11	DX-1	[ 1 ]
Computer Operation/TL10 (p. B184)	12	IQ+0	[ 1 ]
Detect Lies (p. B187)	14*	Per+0	[ 2 ]
Diplomacy (p. B187)	12*	IQ+0	[ 2 ]
Electronics Operation/TL10 (Communications) (p. B189)	11	IQ-1	[ 1 ]
Electronics Operation/TL10 (Sensors) (p. B189)	11	IQ-1	[ 1 ]
Fast-Talk (p. B195)	14*	IQ+2	[ 4 ]
First Aid/TL10 (Human) (p. B195)	12†	IQ+0	[ 1 ]
Free Fall (p. B197)	14‡	DX+2	[ 4 ]
Gesture (p. B198)	12	IQ+0	[ 1 ]
Gunner/TL10 (Beams) (p. B198)	15	DX+3	[ 8 ]
Gunner/TL10 (Machine Gun) (p. B198)	12	DX+0	[ 1 ]
Gunner/TL10 (Missiles) (p. B198)	12	DX+0	[ 1 ]
Gunner/TL10 (Sandcasters) (p. B198)	11	DX-1	[ 0 ]
Guns/TL10 (Grenade Launcher) (p. B198)	12	DX+0	[ 1 ]
Guns/TL10 (Light Machine Gun) (p. B198)	13	DX+1	[ 1 ]
Guns/TL10 (Pistol) (p. B198)	14	DX+2	[ 2 ]
Guns/TL10 (Rifle) (p. B198)	15	DX+3	[ 8 ]
Guns/TL10 (Shotgun) (p. B198)	14	DX+2	[ 2 ]
Guns/TL10 (Submachine Gun) (p. B198)	13	DX+1	[ 0 ]
History (Military) (p. B200)	12§	IQ+0	[ 2 ]
Intelligence Analysis/TL10 (p. B201)	12§	IQ+0	[ 2 ]
Judo (p. B203)	14	DX+2	[ 12 ]
Parry: 11			
Karate (p. B203)	13	DX+1	[ 8 ]
Parry: 10			
Knife (p. B208)	13	DX+1	[ 2 ]
Parry: 9			
Leadership (p. B204)	14§	IQ+2	[ 4 ]
Observation (p. B211)	14	Per+0	[ 2 ]
Piloting/TL10 (High-Performance Spacecraft) (p. B214)	12‡	DX+0	[ 1 ]
Savoir-Faire (Military) (p. B218, T:IW137)	14¶	IQ+2	[ 1 ]
Soldier/TL10 (p. B221)	12§	IQ+0	[ 1 ]

SKILLS (continued)			
Name	Level	Relative	Pts
Spacer/TL10 (p. B185)	14‡	IQ+2	[ 2 ]
Sports (Pyramid) (p. B22)	12	DX+0	[ 2 ]
Staff (p. B208)	7	DX-5	[ 0 ]
Parry: 9			
Stealth (p. B222)	12	DX+0	[ 2 ]
Streetwise (p. B223)	13	IQ+1	[ 4 ]
Tactics (p. B224)	13§	IQ+1	[ 4 ]
Throwing (p. B226)	12	DX+0	[ 2 ]
Vacc Suit/TL10 (p. B192)	14‡	DX+2	[ 4 ]
* Includes: +1 from 'Talker'		§ Includes: +1 from 'Born Tactician'	
† Conditional: +1 from 'First Aid Kit'		¶ Includes: +1 from 'Born Tactician', +1 from 'Talker'	
‡ Includes: +1 from 'Born Spacer'			

TECHNIQUES			
Name	Level	Relative	Pts
Arm Lock (Judo) (p. MA65, B230)	14	def+0	[ 0 ]
Choke Hold (Judo) (p. MA69, B230)	12	def+0	[ 0 ]
Close-Quarters Battle (Guns) (p. B229)	16	def+1	[ 1 ]
Disarming (Judo) (p. MA70, B230)	14	def+0	[ 0 ]
Disarming (Karate) (p. MA70, B230)	13	def+0	[ 0 ]
Head Butt (Karate)	12	def+0	[ 0 ]
Knee Strike (Karate) (p. MA76, B232)	12	def+0	[ 0 ]
Neck Snap (ST) (p. MA77, B232)	8	def+0	[ 0 ]
Targeted Attack (Knife Thrust/Neck) (p. MA68)	8	def+0	[ 0 ]

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Assault Carbine, 7mmCL	7	7F	1d+1 cr	1	9+	2	
Brawling: Punch	12	10	1d-2 cr	C	—	—	
Brawling: Bite	12	—	1d-2 cr	C	—	—	
Brawling: Kick	10	—	1d-1 cr	C,1	—	—	
Head Butt (Karate)	12	—	1d-2 cr	C	—	—	
Karate: Punch	13	10	1d cr	C	—	—	
Karate: Kick	11	—	1d+1 cr	C,1	—	—	
Knee Strike (Karate)	12	—	1d+1 cr	C	—	—	
Large Knife: swing	13	9	1d cut	C,1	6	4	
Large Knife: thrust	13	9	1d-1 imp	C	6	4	[1]
Neck Snap (ST)	8	—	1d+2 cr	C	—	—	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Assault Carbine, 7mmCL	15	6d pi	5	700 yd / 2.27 mi	15	50+1(3)	8	-4	2	2	
Heavy Pistol, 10mmCLP	14	3d pi+	2	180 yd / 1.14 mi	3	20+1(3)	10	-2	3	3	
Large Knife	8	1d-1 imp	—	9.6 yd / 18 yd	1	T(1)	6	-2	—	4	

EQUIPMENT				
Qty	Item	Cost	Weight	
250	10mmCLP Conventional Ammunition (p. UT139)	70	5.51 lb	
997	7mmCL Conventional Ammunition (p. UT139)	538.38	21.98 lb	
1	Assault Boots (TL10) (p. B284) <small>Location: feet</small>	150	3 lb	
1	Assault Carbine (Runding) (Signature Gear)	8200	4.84 lb	
1	Accessory Rails, 4-Position, Integral <small>Usenotes: HT161</small>	200	—	
1	Bipod <small>Usenotes: HT160</small>	100	1.1 lb	
1	Compact Targeting Scope <small>Usenotes: UT149; +2 Acc; Provides Infravision or Hyperspectral Vision with Restricted Vision (Tunnel Vision). It has 4x magnification</small>	1000	1.1 lb	
1	Smartgrip <small>Usenotes: UT152; Reduces MinST by 1</small>	500	—	
1	Assault Carbine, 7mmCL (Butt-Strike; Rugged; Fine Quality) (p. UT137) <small>Usenotes: Includes: Laser Sight (UT149);HUD Link (UT150);Recognition Grip(UT150);Diagnostic Computer(UT151);Tiny Computer(UT22)</small>	6400	8.47 lb	
1	Comphone (Expensive) <small>Usenotes: Pyr3/12p5</small>	150	3.2 oz	
1	Duffle Bag (p. DF24)	30	3 lb	
1	First Aid Kit (p. DF24)	50	2 lb	
1	Heavy Pistol, 10mmCLP (p. UT137) <small>Usenotes: Includes: Laser Sight (UT149);HUD Link (UT150);Recognition Grip(UT150);Diagnostic Computer(UT151);Tiny Computer(UT22)</small>	540	2.43 lb	
1	Holster, Belt (p. B289)	25	8 oz	
1	Inertial Compass <small>Usenotes: UT74;A/200hr</small>	60	1.6 oz	
1	Large Knife (p. B272, B276)	40	1 lb	
6	Magazine, Assault Carbine	0	19.84 lb	
2	Magazine, Heavy Pistol	0	3.09 lb	
1	Nanoweave Vest (TL10) (p. B284) <small>Location: torso</small>	300	2 lb	
1	Space Armor	35600	18.83 lb	
1	Desert Environment System <small>Usenotes: UT189</small>	1000	2 lb	
1	Near Miss Indicator <small>Usenotes: UT188;A/24hr</small>	1000	—	
1	Personal Radar/Laser Detector <small>Usenotes: UT188;A/10days</small>	50	8 oz	
1	Provisions Dispenser	50	1 lb	
1	Space Armor (TL10) (Expensive) (p. UT179) <small>Usenotes: Includes: Biomedical Sensors(UT187);Climate Control(UT180);Radiation Protection,PF10(UT180); split DR: use its higher DR for attacks to the torso, and its lower DR for attacks to other areas. Location: full suit</small>	30000	29.4 lb	
1	Trauma Maintenance <small>Usenotes: UT189;A/1year</small>	2000	—	
1	Waste-Relief System	1000	2 lb	
1	IFF Comm	500	—	
1	Space Armor Helmet (TL10) (Expensive) (p. B285) <small>Usenotes: Provides Filter Lungs, Protected Smell, and Protected Vision, Protected hearing, Protected Vision, Radio, Absolute Direction (Requires Signal), Infravision, Night Vision 9, 2 levels of Telescopic Vision, head-up display (HUD) compatible with "smartgun" electronics (p. B278,548) Location: head</small>	4500	4.7 lb	
1	Web Gear (p. B289)	50	2.01 lb	

LOAD-OUTS		
Qty	Combat	Weight
1	Assault Carbine (Runding) (Signature Gear)	4.84 lb
1	Accessory Rails, 4-Position, Integral	—
1	Bipod	1.1 lb
1	Compact Targeting Scope	1.1 lb
1	Smartgrip	—
1	Assault Carbine, 7mmCL (Butt-Strike; Rugged; Fine Quality) (p. UT137)	8.47 lb
1	First Aid Kit (p. DF24)	2 lb
1	Heavy Pistol, 10mmCLP (p. UT137)	2.43 lb
1	Holster, Belt (p. B289)	8 oz
1	Inertial Compass	1.6 oz
1	Large Knife (p. B272, B276)	1 lb
6	Magazine, Assault Carbine	19.84 lb
2	Magazine, Heavy Pistol	3.09 lb
1	Space Armor	18.83 lb
1	Desert Environment System	2 lb
1	Near Miss Indicator	—
1	Personal Radar/Laser Detector	8 oz
1	Provisions Dispenser	1 lb
1	Space Armor (TL10) (Expensive) (p. UT179) <small>Location: full suit</small>	29.4 lb
1	Trauma Maintenance	—
1	Waste-Relief System	2 lb
1	IFF Comm	—
1	Space Armor Helmet (TL10) (Expensive) (p. B285) <small>Location: head</small>	4.7 lb
1	Web Gear (p. B289)	2.01 lb
<b>Total Weight:</b>		<b>59.34 lb</b>
Qty	« Restricted »	Weight
1	Assault Boots (TL10) (p. B284) <small>Location: feet</small>	3 lb
1	Comphone (Expensive)	3.2 oz
1	Inertial Compass	1.6 oz
1	Large Knife (p. B272, B276)	1 lb
<b>Total Weight:</b>		<b>4.3 lb</b>
Qty	Standard	Weight
1	Assault Boots (TL10) (p. B284) <small>Location: feet</small>	3 lb
1	Comphone (Expensive)	3.2 oz
1	Heavy Pistol, 10mmCLP (p. UT137)	2.43 lb
1	Holster, Belt (p. B289)	8 oz
1	Inertial Compass	1.6 oz
2	Magazine, Heavy Pistol	3.09 lb
1	Nanoweave Vest (TL10) (p. B284) <small>Location: torso</small>	2 lb
<b>Total Weight:</b>		<b>11.31 lb</b>

## NOTES

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Background: Grew up in a large city on Fenris, Sol Subsector, raised in a relatively-strict home by his father, a Confederate Marine from a long line of Confederate Marines and proud decendent of Danish warriors, and his stepmother. His real mother divorced his father when he was very young, and was rarely seen. The family moved around a lot, and Jaret spent a good deal of his youth in or around spaceships. Jaret joined the Marines just out of school, spending 4 years in the Academy, and 8 years in active service, achieving the rank of Captain as shipboard security officer and master-gunner. Early in his career, while on patrol, he received word that his young son had been grievously wounded in an accident; he tried desperately to be allowed to go home and be with his child, but bureaucratic red tape brought on by the arrival of some dignitary prevented him from arriving until it was too late, and the child had died. His wife never fully recovered, and eventually divorced- Jaret hasn't seen her since. His own career as a military officer faltered due to his obsessive attempts to obtain some sort of justice over the incident, and he left the service when his term came up. He determined to make a fresh start as a free-trader with a small shipping outfit, hoping to avoid the corporate bureaucracy that tended to dominate larger companies where folks with his skillset tended to end up.

Campaign Notes: Rikhu-soldier met during boarding (Shimluur)

Needs: Under-barrel shotgun, AP ammo, Handheld Sensor Pack