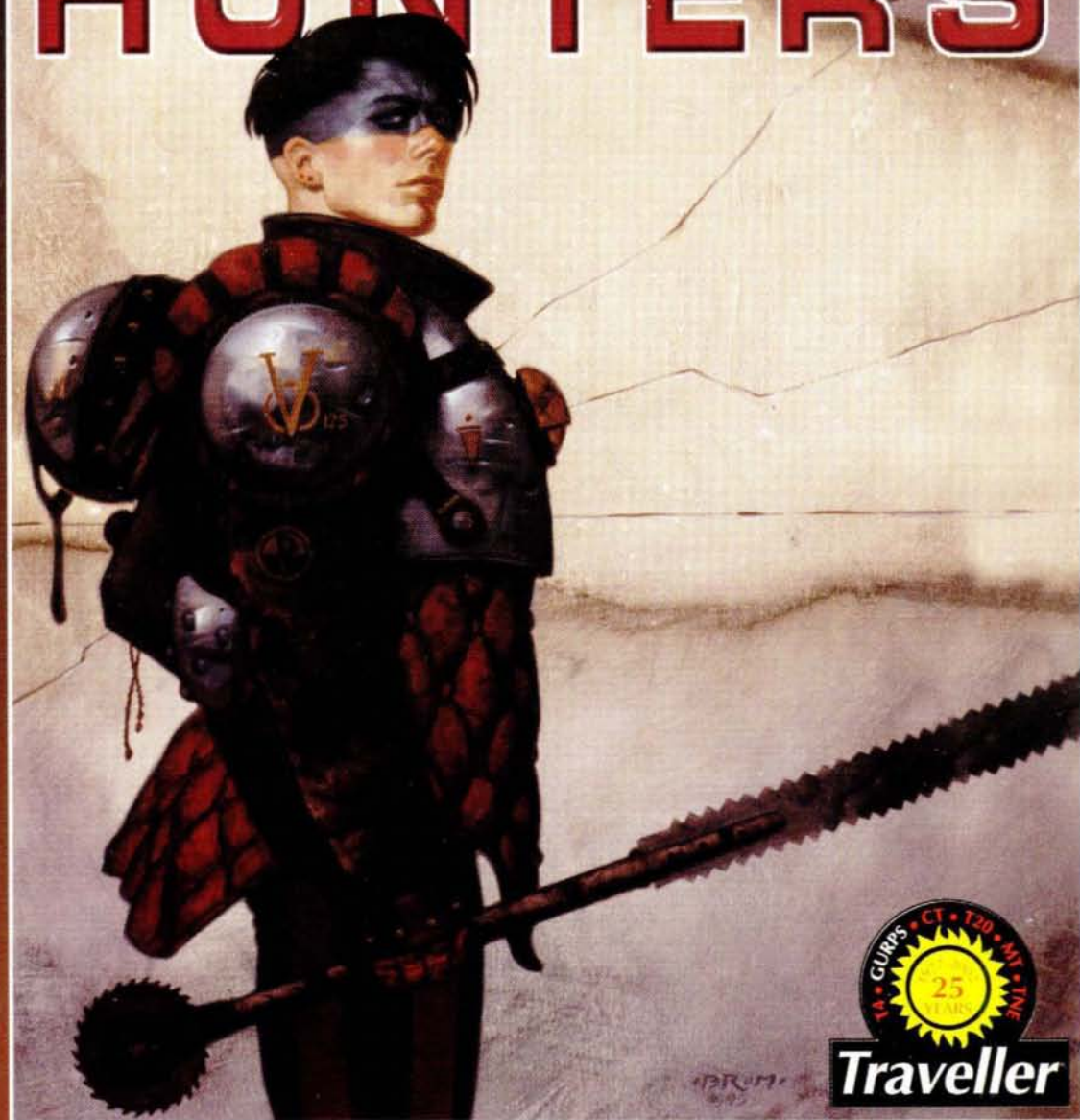
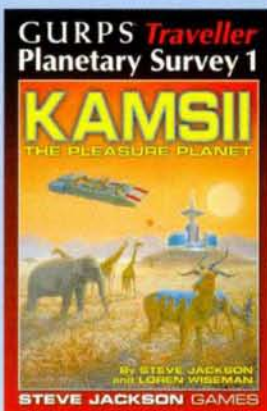


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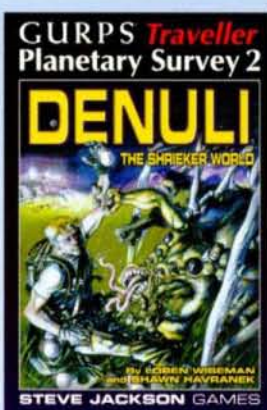


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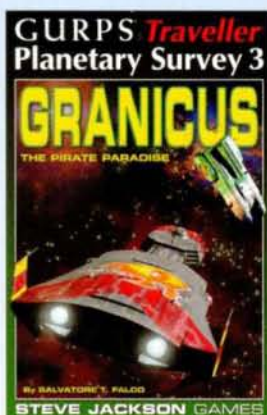
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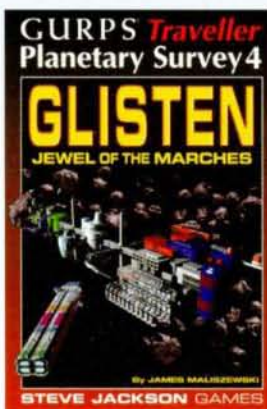
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HEROES 1

BOUNTY HUNTERS™

By Brian J. Underhill

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Page References

Rules and statistics in this book are specifically for the **GURPS Basic Set, Third Edition**. Any page reference that begins with a B refers to the **GURPS Basic Set** – e.g., p. B102 means p. 102 of the **GURPS Basic Set, Third Edition**. Page references that begin with CI indicate **GURPS Compendium I**. Other references are E for **GURPS Espionage**, GT for **GURPS Traveller, Second Edition**, HT for **GURPS High-Tech**, SO for **GURPS Special Ops**, T:Alii for **GURPS Traveller: Alien Races 3**, UT for **GURPS Ultra-Tech**, and UTT for **GURPS Ultra-Tech 2**. For a full list of abbreviations, see p. CI181 or the updated web list at www.sjgames.com/gurps/abbrevs.html.

Introduction

“Certainly there is no hunting like the hunting of man. And those who have hunted armed men long enough and liked it, never really care for anything else thereafter.”

– Ernest Hemingway

GURPS Traveller: Heroes 1 – Bounty Hunters gives GMs and players a new resource for bounty hunting in the **Traveller** universe. Rather than give details on specific laws for every situation, **Bounty Hunters** provides a broad overview of the trade, including information on the profession in general, suggestions on character creation, and a number of fully detailed NPCs on both sides of the hunt.



ABOUT THE AUTHOR

Brian J. Underhill has been playing **GURPS** for a dozen years, and **Traveller** for nearly twice as long. **Bounty Hunters** is his latest work in a writing career stretching back to 1987. He is a native of the Pacific Northwest and an accomplished musician who often works out writer's block playing Springsteen on the guitar or Yankovic – Frank, not Al – on the accordion. Unlike most **GURPS** authors, and much to his dismay, Brian currently owns no significant pets.

As far as we know, there are no outstanding wants or warrants for his arrest at this time.

The Profession

In simplest terms, a bounty hunter tracks down and detains a person to collect a fee, or "bounty." Bounties may be placed by law enforcement agencies, corporations, individuals, or military units. They vary from simple commissions to find people to contracts for assassination.

THE BOUNTY HUNTER

Bounty hunters come in a variety of races, genders, and personalities. Megacorporations employ repo men, passenger liners hire anti-hijacking teams, and freelancers stalk the Imperium in search of fugitives.

FREELANCERS

Freelance bounty hunting offers substantial freedom, allowing characters to pick targets to suit their style. Locating a suitable bounty can be done by means of a good Reputation (where the hunter's services are directly requested), Contacts (bondsmen, law officers, registry clerks, etc.), special organizations (e.g., *Rim-Core Retrieval*, or *The Regina Free Rangers*, p. 31), or a high Research skill (searching shipping registries, court dockets, public notices, and other databases).

Freelance hunters operating within the Imperium may obtain an Imperial Bounty Hunting License (p. 11).

COMPANY MEN

Large corporations often retain bounty hunters to track down delinquent clients or to hunt criminals preying on the company's assets. Such hunters may be called "internal security agents" or "collections officers," but the fact remains that they track and capture someone for a fee.

Small corporations usually cannot afford a large staff, and so rely on freelance bounty hunters as needed. Larger corporations find it more efficient to maintain a diversified security force including in-house bounty hunters.

Bounties may be placed by a corporation for such things as violation of confidentiality, theft of

proprietary information, theft of company property, and so forth. Some of these infractions (such as theft) may violate penal codes as well.

A hunter's duty, in most corporate bounties, is the safe return of the target. What the corporation does with him once he's in their custody is usually none of the hunter's business, though should the corporation violate the rights of the target (such as through torture or unlawful detention), the bounty hunter may find himself the target of a criminal investigation.

Especially powerful corporations may have enough influence to allow their employees some leeway in working outside local laws when necessary. For example, a corporation might give the hunter a means to contact certain friendly authorities to help him out. Ultimately, it is up to the GM to decide if any given corporation has such power, and just how far it extends. Corporations providing this sort of aid would qualify as a Patron (see p. 16).

Corporate bounty hunters are paid a salary (Cr35,000-60,000 a year) and sometimes a fee or commission for the capture of criminals or the repossession of property (see *Repo Men*, p. 4). Most are given an expense account to cover incidental costs such as food, lodging, and basic transportation, but abuse of the account or unusual expenditures will be frowned upon.

THE MORAL DILEMMA

At times, a bounty hunter may apprehend a target who claims innocence. A hardened hunter is likely to ignore such pleas, but one with a conscience may find himself facing a moral dilemma. Is it up to the bounty hunter to decide the guilt or innocence of his quarry? What steps should he take if he believes his captive is truly innocent?

These moral questions can be a good source of roleplaying ideas and adventures, as well as fodder for internal struggles. Even a hard-core mercenary may be affected by the pleadings of an innocent victim, or plagued by a nagging conscience if it turns out his target was telling the truth.

Many corporations require Imperial licensing for their hunters. Those that do will usually file IPs on their behalf (see *Registration of Intent to Pursue*, p. 11).

SKIP TRACERS

Skip tracing is usually done within a single system due to the economics of interstellar travel. When a suspected criminal defaults on a bail bond, he becomes a "bail skip." If a bail bondsman cannot get the suspect to court within an allotted time, he loses money – often a lot of it. Rather than losing the entire bond, he relies on skip tracers – bounty hunters who track down the skip and return him to the authorities for a percentage (25% to 50%) of the bond.

See *Bail Bonds*, pp. 9-10 for more information.

REPO MEN

Hunters who specialize in repossession are called "repo men." They may be freelancers or company men. Repossession is usually the final step in attempting to collect payment for an expensive item purchased on credit. In the *Traveller* universe, this is often a ship.

SKIP TRACER OR REPO MAN?

Over the years, the media across the Imperium has used the term "skip tracer" to indicate many forms of bounty hunting. It is popularly misapplied to repo men and erroneously appears in *Hudson's Guide to Imperial Law Enforcement* as a generic term for any bounty hunter. Even within the trade, the term is occasionally misused.

To a bounty hunter, however, a "skip" is either a bail jumper or someone who has skipped out on payments. Skip tracers confine themselves to hunting the skip himself, as their name indicates. Repo men make it their aim to return (or repossess) the stolen property. Only occasionally, and usually by coincidence, do they also detain the one that stole it.

Since most mortgage and loan companies are only interested in retrieving their property (or their money), bounties are rarely issued on the defaulting ship owner himself. Rather, the ship is the target of the bounty and retrieving it necessitates the skills of a repo man. Hence, when a seasoned hunter speaks of skips or skip tracers, he is usually referring to bail jumpers and those who retrieve them.

The most common employers for repo men are financial institutions. Such institutions share information among themselves in an attempt to screen applicants for credit, but on occasion – by accident or incident – the system fails. When a ship buyer skips out on his payments, lenders immediately put out a warrant for the return of the ship. Company men working in repossessions will usually be salaried (Cr50,000 a year) and given a commission for the successful return of the ship (0.5% to 2% of the value of the recovered ship). Freelancers are usually paid expenses plus a higher commission (2% to 5%).

For more details, see *Repossessions*, pp. 10,12.

THE TRADE

Bounty hunting is not simply a matter of bursting through the door of a rented room and hauling a fugitive to justice. First the hunter must find his target. Then he needs to capture him. Finally, he must deliver the target to his employer. This needs to be quick, quiet, and professional. After all, the fugitive is the one that should end up in jail – not the hunter!

GETTING A CONTRACT

Nobles, governments, corporations, wealthy individuals, and criminal syndicates place bounties on people or items whose value exceeds the cost of their recovery and return. Interstellar bounty hunters aren't looking for purse-snatchers, burglars, or even normal killers. They are looking for assassins, crime bosses, serial killers, and corporate spies, or searching for valuable, often unique, property.

Regardless of the target, the first step in bounty hunting is obtaining a contract. Some hunters do so independently, others through an employer. Salaried hunters may be given a choice, but most are *assigned* a specific contract. Fortunately, such assignments usually include the latest information available on the target.

Bounty clearinghouses such as *Rim-Core Retrieval* (p. 31) also may provide freelance hunters with a source of bounties. Such organizations have benefits and drawbacks; see *Bounty Hunter Organizations*, p. 6, for more information.

Note that some bounties may not be public at all, and that learning of them is only possible by using Streetwise, Patrons, or Contacts.

FINDING THE TARGET

Finding the target is often the most difficult part of a hunt. Most contractors provide information on the recent whereabouts of the target, ranging from excellent ("Checked out of the Lavrans Residential

Wing of the Rikkard Industrial Complex on Gram, Sword Worlds, at 0935 local time”), to useless (“Often runs trade routes in the Solomani Rim”).

In an effort to find their quarry, hunters may search passenger manifests and border records, interview friends and acquaintances, and stake out locations the target frequents. Bounty hunters who are part of a larger organization may be able to assign this tedious work to assistants and staff. They can also send out information requests to other agencies on other planets asking for help. Freelance bounty hunters don't have that luxury and will have to decide the most efficient use of their time. Keep in mind the speed and cost of interstellar travel and communications; if the fugitive has the resources to travel, then it may be extremely difficult to find him.

Computers

Travel records, customs records, expense reports, hospital visits, medical records, intercepted communications, and police records can provide a trail when tracking a suspect. Only the most cautious fugitive will be able to avoid leaving some kind of computer trail. Gaining access to such records may be difficult (or illegal) at times.

Some information (ship registries, basic police reports) may be readily available, depending on local regulations. Medical records (from insurance companies, employers, or hospitals), customs reports, border and checkpoint crossings, and detailed police accounts will be more difficult to find. Some information will not be available without illegally hacking into the proper database. The Research skill is used to find specific information once the database is located.

Because of the vast differences in laws and varying levels of “freedom of information,” the GM can limit (or provide) any information he chooses if it furthers the adventure.

People

Even the most hardened criminal has acquaintances: friends, loved ones, relatives, business partners, shipmates, henchmen, employers, and employees. Some – spurned lovers, double-crossed partners – may be inclined to disclose information freely; almost everyone, it seems, has done somebody wrong. For the target's other associates, good people skills will be needed.

Bounty hunters specializing in manipulating people need high levels in Acting, Carousing, Detect Lies, Fast-Talk, Psychology, Savoir-Faire, and/or Sex Appeal. Some hunters might include Interrogation and Intimidation in their “people skills.” Languages are always helpful.

ALL THE WORLD'S A STAGE

You don't need makeup or a high-tech disguise kit; almost nobody asks for ID. Just know how to read people and play on their weaknesses. I don't know how many times I've been an old lover or a long-lost sister. Seems everybody is a sucker for a woman looking for her man. It's just a good thing they don't know why I'm looking for him.

A cop's always got to be a cop; but I can be anyone I want.

*— Shae d'Lin, Retrieval Officer,
Boone Security Services*

Stakeouts

Once the bounty hunter has located his target, he must scout out and stake out the surroundings. He must take care not to alert the mark (or his friends or employees) until he makes his move. Stakeouts can be long, boring, and tedious. Night-vision gear, bugs, hidden cameras, and motion-activated sensors make the job easier, but nothing beats a good set of eyes when it comes to looking for a target.

Impulsive hunters will have a difficult time staking out locations, and players should roleplay that disadvantage appropriately.

CAPTURE

After hours, days, or weeks of effort, the time comes to take down a target. It may be a simple matter of escorting a peaceful skip to local authorities, but usually a fugitive puts up some measure of resistance.

Hunters may try to nab their quarry when he's sleeping, or in the bathroom, or otherwise not easily able to access allies and weapons. The hunter should make his move at a time and place of his choosing, rather than in response to the target's actions.

Selecting a takedown site is not always easy. Public places make it easier for hunters to blend in and make their move on cue, but innocent bystanders can become hostages or casualties. Quiet locations make the nab easier, but it may be difficult not to arouse suspicions too early.

Assaulting and kidnapping is often a violation of local law. The bounty hunter has two choices – he can approach local law enforcement and gain their cooperation (more easily done if the hunter has a good reputation or the quarry is a very dangerous criminal), or he can try to quietly apprehend the quarry and move him offworld without a fuss.

DELIVERY AND PAYMENT

The safest and cheapest way to return living targets is by low berth. The hunters may themselves prefer mid-passage, or send only one representative to escort the body to save costs. Stolen property can be shipped, though it is often wise to escort it.

Most patrons will only pay on delivery, but some might be willing to post a bond or escrow the funds in a bank as a gesture of good faith. Imperial and other government bounties will generally be paid at the time of transfer. Small Imperial facilities may issue a payment voucher that the hunter can cash at a larger facility or at a bank. Corporate bounties and bail-bond contracts will usually be paid by the issuer when the hunter shows evidence that the target was turned over to the proper authorities (see *Conveyance*, p. 8).

TEAMMATES

Some bounty hunters work with a partner; others are members of a team or an organization. PCs will usually be working in small groups by design, but even solo hunters may wish to have an NPC partner or two. A group of hunters can diversify their skills, making tracking and apprehending a target easier.

Additionally, nothing compares to working with someone you trust during a takedown. Teammates can watch alternate exits, deal with henchmen, provide additional firepower, or simply cover your back.

BOUNTY HUNTER ORGANIZATIONS

There are a number of organizations dedicated to the business of bounty hunting. They range from small, guild-like groups of hunters to bureaucratic corporations like the *Regina Free Rangers* (p. 31) whose membership constitutes a veritable military police force.

Due to the vast distances information must travel, a data clearinghouse can be a bounty hunter's best friend. Such organizations specialize in collecting data on existing bounties, making it easier for anyone to access searchable lists of bounties. Such organizations may charge an annual fee for membership (Cr500 a year and up), a fee for information (Cr25-Cr50 per bounty), a percentage of the bounty once it has been earned (usually around 15%), or some combination of all three.



These organizations may be open to anyone, but the most reputable require a bounty-hunting license at least. Some are more restrictive in their membership and may be by invitation only.

How current the information any given clearinghouse has is often a function of its price and membership restriction.

BOUNTY HUNTERS AND THE LAW

Bounty hunters face a myriad of rules and regulations that affect their lives for better or for worse. The first thing a bounty hunter (and GM) must understand is that there is no *one* law for bounty hunting. The variety and number of laws, regulations, ordinances, edicts, warrants, directives, decrees, and other rules is staggering.

Bounty hunters will find themselves dealing with the Imperium, the Zhodani Thought Police, Solomani Security, sector laws, system laws, planetary governments, regional officials, and even national governments on a balkanized planet.

Individual worlds may or may not allow bounty hunters to operate freely. Some may prefer that local police make the capture; others will be perfectly happy to have someone else remove criminal fugitives for them. Some planets may not even consider the criminal a fugitive and may offer him protection or asylum, necessitating a "hot recovery."

What follows is a broad overview of Imperial laws, with an emphasis on the spirit behind them rather than detailed laws for every deed. Similar laws will exist to a greater or lesser degree in other governments.

The Basics

The laws governing bounties and bounty hunting are many and varied, especially on a local, planetary, and subsector level. Most have basic precepts guiding the spirit behind them. For example, laws governing the use of force are designed to protect nonviolent criminals from meeting an untimely death at the hands of an ambitious bounty hunter or law enforcement agent. Laws against unlawful detainment protect innocents from being kidnapped. Laws prohibiting illegal entry protect citizens and their property. All of the above are part and parcel of a bounty hunter's routine.

In general, bounty hunters must abide by the laws of the Imperium, regional governments, planetary or national governments, and so forth. Possession of an Imperial license alleviates some of the restrictions, as noted below and on p. 11 (*Imperial Licensing*).

Due to the abundance and diversity of such laws, hunters may end up breaking them from time to time. GMs needn't hamstring PCs by arresting their characters for every minor infraction, but blatant disregard for the laws – especially those protecting innocents and their property – attracts the attention of authorities and cannot be ignored. A hunter who roughs up a felon will probably get away with it; one who opens fire with automatic weapons in a crowded starport will pay the price.

USE OF FORCE

Laws regarding the use of force vary widely. Imperial law dictates that an Imperially licensed bounty hunter may use "reasonable and proper force" in apprehending his subject, but that expression has been the source of much debate – both in starport taverns and Imperial courtrooms.

In general, licensed bounty hunters can use force equal to that of their prey and in amounts sufficient only to guarantee capture. For example, stopping an unarmed subject would not warrant the use of deadly force. Shooting him to stop him from fleeing would be deemed "excessive" in almost any court, and his death could land the aggressive hunter in prison. Chasing him down on foot and tackling him – even if it resulted in injuries – would be ruled as "reasonable and proper force."

AYE, THERE'S THE RUB

"Being a bounty hunter is easy. Not ending up a fugitive yourself . . . that's the fun part."

– "Fat" Mac James, Bounty Hunter

Things change when a subject is armed. Whether he threatens the life of his pursuers or innocent bystanders, his use of a lethal weapon justifies using a similar weapon in return. When in doubt, hunters should return like for like – brawling for brawling, knife for knife, gun for gun – or be very careful to hide their use of force from witnesses.

BREAKING AND ENTERING

Imperial law gives license holders the right to enter private property during a hunt (under limited circumstances), if they have "substantiated reason" to believe the target is there. Destruction of property is *not* included in their rights; physical damage to doors, windows, or any other part of another's property may bring civil lawsuits.

Trespassing while searching for clues may or may not be acceptable, depending on local laws. Imperial law does not condone such actions, even for licensed hunters. This law is occasionally overlooked when the hunters are on good terms with local authorities.

Imperial Facilities

Breaking into military or other Imperial facilities is exempted from the "substantiated reason" clause. *No hunter – licensed or otherwise – may trespass on Imperial grounds or in Imperial facilities for any reason.* This includes military installations, research labs, government buildings, Imperial space stations, Xboat facilities, Imperial vessels, embassies, consulates, diplomatic vessels, etc. Violation of this rule will land the hunter in the hottest of water, and will result in the revocation of his license at the very least.



RESTRAINT

Physical detention of a person is usually a violation of his civil rights. Laws covering kidnapping and slavery may come into play, especially if the captive is innocent of wrongdoing. Imperially licensed hunters, however, are given the right to restrain a criminal while carrying out their duties.

For purposes of interpreting this law, a criminal can be any of the following:

Imperial criminals: These people are wanted by the Imperium for a crime, and may include prison escapees, subjects of an arrest warrant, persons with a standing Imperial bounty for their capture, or anyone committing a felony within Imperial jurisdiction.

Bail jumpers: Failure to appear at a scheduled court date is an Imperial offense. Bail jumpers can be legally detained by a licensed bounty hunter. See *Bail Bonds*, p. 9-10, and *Skip Tracers*, p. 4, for more information.

Payment skips: Nonpayment of installment loans results in ownership of the item reverting to the title-holder. Once such an event has occurred, the nonpayer becomes guilty of theft of another's property and can be legally detained by a licensed hunter.

Non-Imperial criminals: The capture and detention of a non-Imperial criminal can be a sticky matter. For example, if a local planetary government issues a bounty for the return of a local criminal, but he has not committed any Imperial crimes, hunters should keep a copy of the bounty or warrant on hand at all times. The Imperium may be willing to work in conjunction with planetary governments in such matters, so long as sufficient proof is available that the detainee is, indeed, wanted.

Conveyance

Once a subject has been detained, he must be turned over to a legal authority within a "reasonable period of time." The definition of "reasonable" is open to debate, but a general rule is that transporting a criminal to the nearest appropriate facility is acceptable; hauling him halfway across the galaxy (to hand him over to a loan shark, for example) is not. The local offices of an Imperial authority will often provide a receipt for the transfer, including documentation of the subject's identity. Non-Imperial criminals

may be extradited to the appropriate government, or permission may be granted for the hunter to transfer his quarry to the appropriate facility.

For bounties offered by private institutions, the law still requires the target be remanded to legal authorities, since most private bounties involve a criminal act of some kind.

An Imperial License and a properly filed RIP (p. 11) allow the hunter to restrain and transport his prey relatively unhindered. Unlicensed hunters, or those without an IP, may find it difficult to lead a manacled prisoner through an Imperial starport, especially if the victim loudly proclaims his innocence.

LOCAL ORDINANCES

Pursuing a criminal from one system to another can cause many problems. Crossing political boundaries means crossing legal ones, and the target's status as a criminal may come into question.

Some planets do not have a solid extradition agreement with the Imperium, and may harbor fugitives who are in violation of Imperial law. A hunter chasing an Imperial criminal to such a world may find himself bereft of rights to investigate, pursue, or apprehend!

Veteran hunters say there are two ways around such difficulties:

1. Research local laws before you take action, and then work within them when you can. Enlisting the aid of local law enforcement is always helpful. An Imperial license and/or an IP may or may not make this part of the job easier.

2. Ignore local laws and go about your business. Track down the target, apprehend him, and high-tail it off the planet before anyone notices.

The second choice may seem easier, but PCs should be aware that doing so may mean burning bridges behind them, making it difficult to return later.

BOUNTIES, BONDS, AND CONTRACTS

Bounty hunters may find themselves pursuing contracts from bail bondsmen, law enforcement agencies, regional governments, or the Third Imperium itself. Several common variants of each contract are listed below; GMs should flesh out any particular contracts before beginning an adventure.

BAIL BONDS

Criminals are often released on bail pending a trial. Bail is money given to the court that allows the suspect freedom until his trial date, at which time the money is returned. For serious crimes, bail may be very high, and the suspect may not have sufficient funds. That is where a bail bondsman comes in. For a fee, a bail bondsman provides a *bail bond* – a special contract that puts the suspect into the custody of the bondsman. The bail bond is, in essence, insurance given to the court system that the suspect will return for his trial. If the suspect appears at his court date, the bail bond is returned (or nullified) and everyone is happy.

Problems begin when a suspect skips his court date, for the bondsman forfeits the bond. The courts usually give the bondsman a grace period to get his client to return, or he loses the entire amount of the bail (often hundreds of thousands of credits).

At this point, the bondsman calls on skip tracers to track down the missing client (often called a “skip” or “jumper”) and return him to the court system as quickly as possible. Payment is usually a percentage of the bail bond, which can range from a few thousand credits to as much as

Cr500,000 or more. Insignificant bail amounts (less than Cr1,000) rarely require a bail bond, and even then it's not worth the bondsman's time to track down a skip for such a measly amount.

Due to the economics involved in tracking a bail jumper across multiple systems, it's unlikely bounty hunters will track such fugitives very far. Most bail jumping contracts need to be filled before the skip leaves the system – the sector, at the very least. If he manages to elude capture beyond that point, it ceases to be economically feasible to track him any further.

ADVENTURE SEED: NOT IN MY SYSTEM!

During a routine hunt, the PCs find themselves tracking their quarry to Trent's Hope, a high-tech but repressed client state just outside the Imperium. The world and the surrounding system are governed by strict laws, including the ban on possession of weapons by non-government personnel. Visitors to the system are greeted by a pair of *Dragon*-class System Defense Boats (p. GT144). Their ships are hailed, boarded, and searched; all weaponry is confiscated and held for the duration of the visitors' stay. Those refusing the search or refusing to surrender their weapons are turned away; aggressors are fired upon. Due to its strict regime and harsh regulations, Trent's Hope has been given an Amber Zone rating.

Once planetside, the hunters find a repressed and militaristic police state. Random searches, requests for proper identification, detainment, and delays are all common. Stationary and floating video surveillance systems abound, and armored squads of police patrol the streets. Visitors who violate planetary laws are detained, interrogated, imprisoned, or even sentenced to death, depending on the severity of the offense. Police commanders are authorized to carry out executions on the spot if they deem it proper.

The ruling government does not recognize Imperial authority in criminal matters; licensed bounty hunters have no more rights than any other visitor. All weapons and other confiscated items are returned when the party leaves the system, assuming they do so legally. Trying to leave the system with an unwilling subject is considered kidnapping.

Trent's Hope does not have an extradition treaty with the Imperium, nor do they deem the PCs' quarry a criminal unless he violates local laws.

ADVENTURE SEED: THE LADY VANISHES

The 200-ton free trader *Lady Catherine* is missing. A reputable trader named Siv Erissik purchased it on credit, but claims the ship was stolen four months ago, though he has no proof. He refuses to make payments, and the lenders want their ship back. Tracking down Siv is easy; finding his ship is not. The lender will pay Cr350,000 for the safe return of the *Catherine*.

Siv claims pirates boarded his ship and stranded the crew. What Siv *doesn't* know is that the pirates were hired by a group of radical scientists experimenting with a damping field that warps the space around an object, rendering it invisible. Unfortunately, the generator for this device requires a starship jump engine to power it, and the scientists have been pilfering ships for nearly a year. In each previous trial, the device operated successfully for several hours. But with little warning, each ship vanished in a flurry of neutrinos, leaving behind baffled researchers and nothing more.

Where do the ships go when they disappear? Are they compressed into some kind of microscopic black hole? Or are they still there, trapped forever in some kind of sealed pocket in space? Have they phased into an alternate universe? Traveled through time or space?

And will the PCs be aboard the *Lady*?

ADVENTURE SEED: WOUNDED PRIDE

The starliner *Pride of Vland* is a favorite target for pirates these days. She has been stopped by an armed corsair four times in eight months. Each time, a group of armed men in light armor board the ship, rob the passengers, and depart. Thus far, there has been no violence on the part of the bandits.

Her parent company is fed up. They suspect there is an insider aboard the *Pride*, probably a member of the command crew. The adventurers are called in to solve the problem and offered a reward of Cr10,000 per captured pirate and a bonus of Cr25,000 if they can root out any employees in cahoots with the attackers. If the hunters are successful, the parent company will also reimburse travel expenses incurred while on the *Pride* during the course of the investigation.

Time Is of the Essence

Due to the urgency involved in catching a bail jumper before he gets very far, a skip tracer's worst enemy is often not his quarry; it is time.

Bail bondsmen keep close tabs on their clients. The moment one skips, the bondsman turns loose his dogs to bring the skip into custody. The quicker a hunter is to pick up the contract, the better the chance of snagging the suspect before he gets too far. Every hour the hunter delays reduces his chance of picking up the trail as more ships leave port, the skip's friends scatter, and recent hangouts turn cold.

CRIMINAL BOUNTIES

Governments may issue rewards for anything from "information leading to arrest" of a subject to "Wanted: Dead or Alive." Most fall into the first category, and very few bounties are actually issued requesting the death of a criminal (see *Dead or Alive*, p. 12). Criminals wanted for serious crimes (murder, treason, terrorism) bring a higher reward. Generally, the reward is commensurate with the risk; high-credit bounties mean high-danger missions.

REPOSSESSIONS

Both company employees and freelance hunters may repossess property. As employees of the corporation that holds the title, company men may legally take direct possession of a missing ship. Independent repo men do not have such a right; they are ordinary citizens reclaiming another's stolen property and are required to turn the vehicle over to local authorities as soon as reasonably possible.

Most cargo aboard the skipped vessel becomes the property of the title-holder. Cargo belonging to another company (such as cargo being shipped, or that has been stolen) is returned to the rightful owner. Cargo value may or may not be included when calculating the repossession fee, depending on the contract.

Finding Ships

Tracking a stolen ship is best done via computer and legwork. Independent repo men can use Research skill to search shipping registries found in Class IV and V starports. There they will find ships in the subsector that have been posted *delinquent* by financial institutions. The registry includes the ship's name and last known location, a physical description, transponder codes, crew manifest (if known), the name of the institution seeking the vessel, and terms of the repo contract.

IMPERIAL LICENSING

Imperial licensing gives many advantages to bounty hunters operating within the Imperium. It is recognized, even if begrudgingly, by Imperial government officials and law enforcement personnel, but it does not give the holder diplomatic immunity, legal enforcement powers, or other special standing. It applies only on Imperial property – within the extrality line at starports, on Imperial Navy reservations and deep space installations run by Imperial agencies, and on vessels while they are in jump.

An Imperial license allows the licensee to go about his business without raising suspicion at customs checkpoints, aboard starliners, in areas with a high Control Rating, and so forth. Planetary and system governments within the Imperium sometimes recognize the license, allowing the hunter to operate planetside with many of the same freedoms.

Specifically, a licensed bounty hunter is allowed to:

Detain any felon, fugitive, skip, or other person for whom a legal bounty has been issued and an IP has been filed. This includes the use of restraints.

Enter premises harboring such a person, so long as those premises are not exempted because of their sensitive nature (government installations, embassies, etc.).

Use appropriate force in capturing and detaining such a person.

Local authorities may or may not honor an Imperial license. In most cases, the hunter is at the mercy of local laws and customs, though possession of a license and an IP may improve his reaction roll with local law enforcement.

Eligibility and Requirements

An Imperial Bounty Hunting License is available to any Imperial citizen with a clean record (i.e., no Imperial criminal record). The applicant is required to file Form B-012787/H at

any Imperial Ministry of Justice office and receive a passing grade on a basic computerized test of Imperial criminal law and bounty-hunting procedures. In game terms, anyone with either Law-10 or Professional Skill: Bounty Hunter-10

will pass the test.

There is a Cr500 fee to file for the license, and a Cr100 annual renewal fee (for a total of Cr600 for the first year). The license can be revoked for violation of Imperial law or abuse of privileges.

An Imperial Bounty Hunting License does not provide any Legal Enforcement Powers; bounty hunters are not cops.



Registration of Intent to Pursue

Imperially licensed hunters have the option of registering their intent to track down specific bounties issued by the Imperium. This can be done for a small fee (Cr50) at any Imperial office by filing Form I-62962, entitled *Registration of Intent to Pursue* (commonly called an "IP" in the business; "RIP" by the more cynical). Such offices can generally be found at Class III or better starports.

Imperial registration makes the hunter's pursuit official. Though it does not confer any legal rights, a properly filed IP (together with an Imperial license) can help when dealing with Imperial authorities (giving a +1 reaction roll modifier), aid in smooth transportation of a restrained prisoner, allow the hunter access to the target's personal information or property, and so forth. Its use in circumventing planetary, regional, or local laws is less reliable.

Non-Imperial contracts may be registered through the Imperium, but any contracts that violate Imperial ordinances will be denied.

Upon filing, the hunter is given a copy of the IP. The document contains information on the the subject, his crimes, the specifics of the bounty, and the hunter's personal information (including license number). IPs are nontransferable and expire after five years if they are not filled.

DEAD OR ALIVE

Despite the popular misconception, most contracts do *not* make allowance for the return of a corpse. Dead criminals cannot be tried, dead debtors cannot repay loans, dead spies cannot reveal information about their employers . . . a “dead or alive” bounty is the exception rather than the rule.

In some instances, large governments may issue such a bounty on the most hardened escaped criminal, if his liberty is endangering other’s lives and if he has already been tried and sentenced. These will be some of the most dangerous hunts a PC is likely to take. GMs who run such an adventure should set the bounty payment high, and make the target intelligent, capable, and *very* dangerous.

Private “dead or alive” contracts exist, but often amount to little more than legalized assassination; see p. 13.



WET WORK

Don't call it assassination; that's such an ugly word. I keep this sector free from the low-lives so guys like you can sleep at night. It's what I do, and I'm good at it. If I was good at the piano, I'd put on a concert. As it is, the only part of the piano I know how to use is the wire.

— Gabriella Niculescu,
Independent Bounty Contractor

Whenever possible, the hunter should review the credit history and background information of those responsible for taking the ship (company men have access to this automatically). The background check may reveal regions of space the crew frequents, recurring business arrangements (e.g., lodging, ship maintenance), travel patterns, or even personal and business references.

GMs and players should keep in mind that the skipped ship may have been modified or had its transponder altered. Likewise, false papers may accompany the ship and its current (illegal) owner. Proving to authorities that such a ship is indeed stolen may prove difficult.

CORPORATE CONTRACTS

Corporations place bounties on industrial spies or criminals that prey on the company’s assets. These bounties may or may not be recognized by the authorities as legal, depending on the corporation’s reputation and political influence. Powerful corporations may be able to manipulate the local bureaucracy to create a legally binding bounty.

Possible targets include hijackers, eco-terrorists, spies, saboteurs, or former employees in violation of a noncompetition clause.

Courier Services

With the vast distances that separate corporate offices, some corporations employ courier services to deliver sensitive or timely information via private dispatch. Such couriers generally do not run a regular route, so anyone intercepting such a courier is either looking for specific information or just plain lucky.

In either case, bounty hunters may be called in to track down the intercepting party and bring him to justice. Fees for such a capture depend on the value (both physical and time-value) of the item or information stolen, as well as its sensitivity to capture.

Freight Lines

Piracy is rampant in some parts of space, and corporations will pay handsomely to put an end to it. Corporate freight lines often place bounties on the heads of known pirates. Whether this bounty is legal or not is up to the GM. Legal bounties may often be issued in conjunction with Imperial bounties for known pirates.

Passenger Lines

The primary threat to passenger lines is hijacking and piracy. As with interstellar freight companies, passenger lines may post rewards for

the capture of known hijackers. Besides paying a fee for completion of the bounty, some lines provide free passage aboard their ships for a reasonable duration, making it easier for shipless PCs to travel.

Both passenger lines and freight lines have been known to hire undercover agents to work or travel aboard their ships in hopes of intercepting (and stopping) an act of piracy or hijacking.

PRIVATE CONTRACTS

While governments and corporations are the primary source of bounties, some hunters prefer the high-stakes world of independent bounties issued by private parties. These bounties range from questionable to downright illegal.

Loan Sharks

Many private contracts are issued by independent loan companies and individuals. These creditors often hire independent muscle ("loan collection agents") to retrieve payment from delinquent debtors or to bring them to the lender for negotiation, interrogation, or punishment.

Contracts issued by loan sharks for collection of payment may be recognized by the law, but violence or capture of the debtor is not sanctioned.

Illegal Contracts

Finding illegal contracts can be done through Contacts or a good Reputation. Those who issue such contracts range from jilted lovers to angry business partners to shady megacorporations looking for plausible deniability in taking out a rival.

Unfortunately for the bounty hunter, issuers of illegal bounties often dislike loose ends, and the hunter himself may become a liability once the contract is complete. Veteran hunters secure their safety by making themselves more valuable alive than dead, or blackmailing their employers to prevent their own assassination.

Assassination

Imperial Law prohibits the unsanctioned issuance of a "contract for termination" by any individual party. Nevertheless, corporations, governments, and individuals continue to place "dead or alive" bounties on everyone from political agitators to corporate spies. Usually there is an attempt to steep the contract in legalese to give it some appearance of legitimacy, but at times, black-market bounties are offered for the assassination of a target, no questions asked.

Finding assassination contracts requires high Streetwise knowledge, appropriate Contacts,

and/or a strong Reputation for taking on such tasks. Penalties for assassination are steep, both in and out of the Imperium.

ANIMAL BOUNTIES

Extinction orders for nonsentient animal life are occasionally issued during, or shortly following, settlement of a newly colonized world. Rewards are usually paid for corpses or key body parts (pelts, tusks, horns, heads), and prices are highest during the initial stages. Once the animal population has been reduced to a nonthreatening level, the price begins to drop, and the bounties eventually cease altogether.

Exterminators need high scores in Tracking and Survival, as well as good combat skills since most "bug hunts" involve dangerous predators. Especially skilled hunters often have a well-deserved Reputation, especially among colonists and the Scout Service. PCs choosing this career path may have a background in the Scouts.

ADVENTURE SEED: THE CASKEL WARRENS

Sheriff Malik Ra'id has a problem. The burgeoning frontier world of Caskel is home to an extensive mining operation in the Ironback Ridge. The nearby settlement is little more than a frontier mining town full of drifters, miners, belters, con men, prostitutes, and ruffians, all looking to make a quick buck.

The last three weeks have seen a series of grisly murders in the mines, most taking place deep within a newly discovered natural series of tunnels called The Warrens. Some say a race of predators calls the tunnels home; others chalk it up to claim-jumping and short tempers. Rumors circulating through Caskel City hint of everything from ancient curses to ghosts to a gateway to another dimension.

Whatever the truth, Ra'id has posted a Cr50,000 reward to anyone bringing back proof of whatever it is that's killing the miners, and five times that to anyone putting a stop to it. A handful of hunters have descended on the planet, including the infamous hunter Chyrris Talamasca, a female Human with a perfect kill record and a reputation for being even more dangerous than her prey.

Can the PCs solve the mystery of the Warrens before Chyrris? Can they persuade her to work *with* them, or is she an enemy to be feared? What of the other hunters planning forays into the tunnels? And exactly what alien danger lies waiting in the dark ... ?

The Hunter

Bounty hunters in *GURPS Traveller* are 100- to 150-point heroes. They may be created from scratch, or they may come from other backgrounds – adventurers that choose the life of a bounty hunter during the course of the campaign.

CHARACTER BACKGROUNDS

There are a number of reasons a person may choose to track down bounties. Some retire or look for a new line of work; the excitement of the chase lures others; even the need for revenge may start some down the path.



Administrative

Though it seems unlikely at first glance, bureaucrats and administrators often make top-notch bounty hunters, due to their ability to wade through information databases in search of clues. Players who choose this background will find their style of play much different from the typical bounty hunter, and GMs should provide plenty of opportunity for the “paper chaser” to stay involved in an adventure.

This type of bounty hunter works best in conjunction with a team, including hunters willing to make the takedown. Throwing the noncombatant into a firefight now and then is sure to keep him on his toes!

Criminals

A criminal who has gone straight makes an interesting hero. Perhaps he learned his lesson in prison, or maybe he was innocent to begin with. Some criminals may be implanted with a high-tech cortex bomb or a virus, and ordered to track down a bounty to stay alive!

Note that individuals with a criminal record are not eligible for an Imperial bounty hunting license.

Law Enforcement

Professional training and legal Contacts make former law enforcement personnel ideally suited to bounty hunting. Such a career change means the character can no longer enforce the law, though some bounty hunters behave as though they were still cops. Many law enforcement agencies and personnel look down on bounty hunters, viewing them as a hindrance to proper legal procedures. Characters with a law enforcement background may have Contacts or a Reputation (good or bad) within that community.

Military

Retired soldiers often put their skills to use in the private sector as bodyguards, security officers, and bounty hunters. Military training equips them for some of the tougher bounty hunting assignments, such as tracking down fugitives or bringing back escaped military prisoners.

Contacts in their previous branch of employment (marines, army, scouts, etc.) may make it easier to procure black-market military hardware.

Vengeance

At times a *Traveller* character finds himself seeking revenge. Perhaps he was the victim of a crime, or his loved ones died at the hands of a criminal. Whatever the reason, hunting a foe across charted space for personal reasons may be the start of a long career.

Even if he never deals with the target of his vengeance, other bounties may crop up along the way, providing the hero with clues to his adversary . . . or just some pocket money. Other times,

confronting the villain and seeing him brought to justice isn't enough to satisfy the desire for revenge, sending the bounty hunter on a personal campaign to hunt down every criminal guilty of the same crime.

Such PCs should consider taking an Obsession, Compulsive Behavior, or Vow.

RACE

The majority of bounty hunters in the Imperium are Humans, though other races occasionally support such a trade.

Aslan

Within the borders of the Aslan Hierate, bounty hunting is handled primarily by the males. Often it is the female who provides the bounty, or at the very least payment and contract details. Aslan living within the Imperium may become bounty hunters and would conform to the general guidelines provided elsewhere. Aslan Imperial citizens may acquire an Imperial license, if they meet its requirements. See *GURPS Traveller: Alien Races 2* for more information on the Aslan.

Droyne

As a rule, GMs should not allow Droyne bounty hunters. At times, members of the warrior caste may be assigned roles similar to bounty hunters – that of tracking down and returning a lawbreaker – but this would only be one aspect of their overall duty (guarding the community). Individual Droyne are not given this assignment; a group would be sent. See *GURPS Traveller: Alien Races 3* for details.

Hivers

Due to the relatively peaceful, cooperative nature of Hiver society, they have little need for bounty hunters and GMs are discouraged from allowing players to create them. Other races living within the borders of the Hive Federation may be used in a bounty-hunting role; for example, Ithklur soldiers (p. T:AI1124) would make fearsome hunters. *GURPS Traveller: Alien Races 3* examines the Hive Federation in detail.

K'kree

Due to the cultural nature of the K'kree, bounties and bounty hunting are all but unknown within the borders of the Two Thousand Worlds, while their nature makes it next to impossible for a lone K'kree to survive outside the borders. Therefore, GMs should not allow K'kree bounty hunters, regardless of the setting. See *GURPS Traveller: Alien Races 2* for more information.

Vargr

Vargr bounty hunters are common both in and out of the Extents. Because of their view toward authority, Vargr often push the limits of the law in hunting their prey and may be willing to take on shadier contracts. That is not to say that Vargr are anarchists bent on finding their quarry at any cost; some hold Imperial licenses and follow Imperial laws in their hunts, if only to limit their entanglement with such law.

Bounty hunting within the Extents is very common; the number of independent states makes it easy for criminals to flee beyond local law enforcement jurisdiction. Regional Vargr governments often provide bounty-hunting licenses similar to the Imperium; their value beyond the jurisdiction of that government is dubious. Regardless, laws against the use of force, breaking and entering, and so forth, are often more lax than in the Imperium. However, unreasonable actions – such as excess cruelty, unnecessary use of force, or killing prey for no reason – would be dealt with accordingly.

GURPS Traveller: Alien Races 1 contains more information on the Vargr.

Zhodani

The Zhodani do not use freelance bounty hunters, nor do they employ individuals for that exclusive purpose. Law enforcement is handled by the *Tavrchedl'* (Thought Police) and the *Tavrchedl' Drianaf'l* (Military Thought Police). Non-Zhodani bounty hunters following a target into the Consulate will have a difficult time, to say the least. GMs should consult *GURPS Traveller: Alien Races 1* for more details.



ADVANTAGES, DISADVANTAGES, AND SKILLS

There are a variety of styles of play involved in bounty hunting. Here is a selection of advantages, disadvantages, and skills that have direct bearing on *Traveller* bounty hunters.

COMBAT SKILLS

Not all bounty hunters are skilled in combat. Some make their living behind a computer or by tailing suspects and reporting their whereabouts to the proper authorities.

For hunters directly involved in capturing dangerous criminals, however, combat skills are recommended. Skills that will aid the hunter in subduing his prey will prove especially useful. Such skills include hand-to-hand skills (Karate, Judo, Brawling) and nonlethal weapon proficiencies (including low-tech items like saps, bolas, and nets).

ADVANTAGES

Ally Group *see p. B232*

Criminals have cohorts, henchmen, and thugs, and bounty hunters would do well to follow suit. Solo players may wish to work with the GM to create a small group of companions to aid them in covering alternate exits or to provide additional firepower during a takedown. See *Teammates*, p. 6, for more information.

Contacts *see p. B234*

Tracking down fugitives is easier when a hunter has appropriate Contacts. Suggestions include starport personnel, bartenders, customs agents, passenger liner booking agents, media personalities, etc. Remember that Contacts will only have information within their area of expertise, which may be limited to a particular region of space.

Legal Enforcement Powers *see p. B21*

Bounty hunters do not have the ability to enforce the law. In most regions of space, however, an Imperial license and an IP will provide some measure of authority with respect to their targets (such as rights to search, seizure, detention, and use of force). Nevertheless, bounty hunters in the *Traveller* universe do not have Legal Enforcement Powers.

Patron *see p. B24*

Hunters who work as Company Men (pp. 3-4) may take their employer as a Patron. Similarly, those belonging to an organization such as the *Regina Free Rangers* (p. 31) should do likewise. Patrons should never be allowed to overbalance a campaign by providing information or equipment that removes the challenge of being a bounty hunter. They are best used by the GM to provide adventure seeds and to keep the game moving when the hunter has stalled.

Reputation *see p. B17*

A positive Reputation among law enforcement personnel can be useful at any time, and may be used as a hook to bring in new contracts. Bounty hunters conforming to the Code of Honor (Bounty Hunter) may gain a positive Reputation from fellow hunters.

DISADVANTAGES

Code of Honor (Bounty Hunter) *see p. B31*

This disadvantage varies in specifics from one hunter to the next, but in general has the following precepts: do not sabotage another hunter's operations; never attack a fellow hunter with deadly force; don't turn over fellow hunters to law enforcement agencies for minor infractions of the law; break only those laws necessary during your hunt. This is a -5-point disadvantage.

Delusion (I'm a Cop) *see p. B32*

Bounty hunters are not law enforcers, but that does not prevent many from acting that way. The point value of this disadvantage varies, depending on how far the hunter carries his beliefs and how strongly he acts on them. Generally, it is a -5-point disadvantage, unless the hunter carries his actions to an extreme. Note that *real* cops will react negatively to those with this Delusion.

Enemy *see p. B39*

Every successful bounty hunter has at least *some* enemies, though not all will be worthy of a *GURPS* disadvantage. Former captures are obvious possibilities, but they must be on the loose to qualify as a Enemy disadvantage. Other suggestions include friends and relatives of those a bounty hunter has put away, or antagonistic law enforcers.

Reputation *see p. B17*

In especially civilized areas, and in many alien cultures, bounty hunting will be frowned upon and may carry a negative Reputation. Government and law enforcement personnel in tightly controlled societies may react negatively as well.

SKILLS

Acting *see p. B62*

Acting can be useful for anything from interviewing friends and relatives to infiltrating a company or underworld organization. A disguise kit or voice modification unit (p. 21) may come in handy.

Administration *see p. B62*

Skip tracers and repo men will find this skill useful in wading through the bureaucracy inherent in a corporate structure. This skill will make things easier both in securing contracts and getting payment upon completion.

Carousing *see p. B63*

Carousing is not simply hanging out in the nearest starport bar and asking around for clues. It may involve wining and dining a corporate executive to find a good contract (Sex Appeal may come in handy as well!) or hobnobbing with the government elite in an attempt to gather clues to the whereabouts of a high-society con man. See also *Savoir-Faire*, below.

Disguise *see p. B65*

Disguises range from simple affectations (glasses, an alternate hairstyle, clothing changes) to deluxe, high-tech disguise kits and medical operations. Bounty hunters with a Reputation may not wish to be recognized while tracking their targets, and successfully infiltrating a high-security installation may require Disguise, Forgery, and Acting. See p. 21 for sample disguise kits.

Fast-Talk *see p. B63*

Fast-Talk can be used to lure a target into a more easily accessible location, bypass security guards to enter residential complexes, or sidestep a local police investigation. Due to the limitations of the skill, it can rarely be used to procure a better contract, since the issuer will usually have time to think the matter through before the contract is completed. However, locating *sources* of bounties might be made easier this way.

Forgery/TL *see p. B65*

There are times that passing as someone else is advantageous, and hunters on the shadier side of the law may use this skill to forge their own papers as much as to spot falsified ones elsewhere. Due to the complex nature of Imperial Identification Documents (pp. GT39-40), forging one successfully is very difficult (modifiers can range from -5 to -10, depending on the actual format of the document). Corporate IDs, planetary passes, or visitation visas are much easier (modifiers range from +5 to -5 at the GM's discretion).

Like the Imperial Identification Document, forging an Imperial bounty hunting license or an IP is tricky; modifiers range from -3 to -10.

Law *see p. B58*

With the numerous laws, ordinances, regulations, and limitations in the known universe, bounty hunters may wish to specialize when taking this skill. Suggested specializations include criminal law, trade or commerce law, Imperial law, regional laws (such as laws common to the Spinward Marches), alien laws (e.g., K'kree, Vargr), and laws enforced by non-Imperial governments (Solamani, Zhodani, etc.).

Research *see p. B62*

Research is used to track stolen ships, find the last known location of an Imperial fugitive, and so forth. A Computer Operation roll is made first, followed by Research rolls to locate the actual data. Such rolls may be modified by the GM, depending on the availability of the info. Locating a particular person's credit history is easy (no modifier), but tracking down the source of his last Xboat-delivered communiqué is more difficult (-3 or more).

Remember, Computer Operation is only required to begin the search; it is the Research skill that is used to actually find the valuable data (see *Research*, p. B62).

Savoir-Faire *see p. B64*

This skill can be very useful in procuring a contract with government officials and corporate executives. A bounty hunter that storms into a high-class restaurant wearing leather and packing an assault rifle may impress or frighten everyone, but he's unlikely to negotiate the finer points of a contract!

Savoir-Faire is also useful in nabbing white-collar fugitives ensconced in (and protected by) upper class society.

Shadowing *see p. B67*

Choosing when to strike can be as important as finding the target in the first place (see pp. 4-5). Shadowing a victim through empty streets may be easy, but it is also easy to blow one's cover. Crowded areas, such as major starports, make shadowing more difficult, but reduce the chance of being spotted by your quarry. In either case, a hunter skilled in Shadowing will find his job much easier than one forced to take down the target at a moment's notice.

Streetwise *see p. B68*

Haunting the streets in a search for a dangerous criminal can provide excellent roleplaying opportunities. GMs should be careful not to let the Streetwise skill bypass the roleplaying that should accompany a good hunt. Those with Streetwise can combine this skill with the judicious use of Contacts to find a target's last known location, associates, suspected hangouts, etc.

Tactics *see p. B64*

A group of bounty hunters working together should be allowed to use Tactics to fine-tune their plan of attack. Coordinating such an assault can be the high point of an adventure, and Tactics can give the party the edge; but it should not be used as a replacement for good planning on the part of the players themselves.

Tracking *see p. B57*

On backwater planets or during bug hunts, a skilled tracker can be a hunter's best friend. GMs can use a hunter's Tracking skill to point players in the right direction at times, but as a rule it is impossible to track someone through a civilized complex like a starport.

CHARACTER TYPES/TEMPLATES

In addition to the generic Bounty Hunter template found on p. GT89, the following templates can be used to create a more specialized bounty hunter. Bounty hunters who spend much of their time shipbound will want to include appropriate skills (Vacc Suit, Free Fall, etc).

BLACK OP 90 POINTS

This template represents hunters who specialize in assassination and other illegal operations. They're tough and deadly hunters, and they live very dangerous (and often very short) lives. Black

operatives may work for shady corporations or governments, or as independent assassins offering their skills to the highest bidder. See *Assassination* (p. 13) for more information on this dark side of bounty hunting.

Attributes: ST 11 [10]; DX 13 [30]; IQ 13 [30]; HT 11 [10].

Advantages: A total of 20 points chosen from Alternate Identity [Varies]; Combat Reflexes [15]; Composed [5]; Contacts [Varies]; Danger Sense [15]; Fearlessness [2/level]; Fit [5]; Imperturbable [10]; Patron [Varies]; Reputation [Varies]; Single-Minded [5]; Strong Will [4/level]; Toughness [10]; or Zeroed [10].

Disadvantages: A total of -35 points chosen from Bad Temper [-10]; Bloodlust [-10]; Callous [-6]; Code of Honor (Never betray an employer) [-5]; Duty (To a Patron) [Varies]; Enemy [Varies]; Flashbacks [Varies]; Greed [-15]; Loner [-5]; Nightmares [-5]; No Sense of Humor [-10]; Overconfidence [-10]; Reclusive [-10]; Reputation [Varies]; or Stubbornness [-5].

Primary Skills: Beam Weapons (any) or Guns (any), both (P/E) DX [1]-15 (Includes IQ bonus); Streetwise (M/A) IQ [2]-13; 2 points in Interrogation and/or Intimidation, both (M/A); and 3 points in Brawling (P/E), Judo (P/H), and/or Karate (P/H).

Secondary Skills: Area Knowledge (any) (M/E) IQ [1]-13; Computer Operation (M/E) IQ [1]-13; Fast-Talk (M/A) IQ-1 [1]-12; Research (M/A) IQ [2]-13; 2 points in Shadowing (M/A) and/or Stealth (P/A); and 2 points in Electronics Operation (Security Systems) and/or Lockpicking, both (M/A).

Background Skills: A total of 8 points in Acting (M/A); Carousing (P/A; HT); Criminology (M/A); Demolition (M/A); Disguise (M/A); Fast-Draw (any) (P/E); Holdout (M/A); Language (any); Poisons (M/H); or Tactics (M/H).

Customization Notes: Players aiming to create an assassin as opposed to a more generic black op should specialize in appropriate skills. In addition, high Stealth and either Acute Senses or Alertness will be helpful.

COMPANY MAN 80 POINTS

This template represents salaried repossession officers, anti-espionage experts, and other types of corporate fixer. Both investigative and combat skills are included; the extent that any individual is skilled in combat will vary with his typical assignments.

Attributes: ST 10 [0]; DX 12 [20]; IQ 13 [30]; HT 10 [0].

Advantages: Patron [25]; and a total of 15 points chosen from Administrative Rank [5/level], Ally Group (Other corporate agents) [Varies], Claim to Hospitality (Corporate offices) [Varies], Composed [5], Contacts [Varies], Fit [5], Reputation [Varies].

Disadvantages: Duty (Patron, 15 or less) [-15]; and a total of -15 points chosen from Enemy [Varies], Greed [-15], Honesty [-10], No Sense of Humor [-10], Reputation [Varies], Stubbornness [-5], or Workaholic [-5].

Primary Skills: Administration (M/A) IQ [2]-13; Computer Operation (M/E) IQ [1]-13; Research (M/A) IQ+1 [4]-14; and Beam Weapons (any) or Guns (any), both (P/E) DX [1]-14 (Includes IQ bonus).

Secondary Skills: Area Knowledge (any) (M/E) IQ [1]-13; Fast-Talk (M/A) IQ-1 [1]-12; Interrogation (M/A) IQ [2]-13; Streetwise (M/A) IQ-1 [1]-12; and 1 point in Brawling (P/E), Judo (P/H), Karate (P/H), or Wrestling (P/A).

Background Skills: A total of 6 points in Carousing (P/A; HT); Criminology (M/A); Electronics Operation (Security Systems) (M/A); Holdout (M/A); Language (any); Lockpicking (M/A); Shadowing (M/A); or Stealth (P/A).

Customization Notes: Repossession specialists should look at the "repo man" template (below) for additional suggestions to round out a company repo man. Patron and Duty (Patron) are listed as suggestions; the GM and player should work together if a Patron of another size is preferred, or if the bounty hunter will not be on duty most of the time.

FREELANCE BOUNTY HUNTER 85 POINTS

Freelancers make up the bulk of the bounty-hunting force and run the gamut from an honest would-be cop to a near-criminal vigilante.

Attributes: ST 11 [10]; DX 12 [20]; IQ 12 [20]; HT 11 [10].

Advantages: A total of 25 points chosen from Acute Hearing [2/level]; Acute Taste and Smell [2/level]; Acute Vision [2/level]; Alertness [5/level]; Combat Reflexes [15]; Composed [5]; Contacts [Varies]; Danger Sense [15]; Fearlessness [2/level]; Intuition [15]; Reputation [Varies]; Single-Minded [5]; Strong Will [4/level]; or Toughness [10 or 25].

Disadvantages: A total of -25 points chosen from Bad Temper [-10]; Bully [-10]; Callous [-6]; Code of Honor (Bounty Hunter) [-5]; Delusion

(I'm a Cop) [-5 to -15]; Enemy [Varies]; Greed [-15]; Honesty [-10]; Intolerance (Criminals) [-5]; Jealousy [-10]; Loner [-5]; No Sense of Humor [-10]; Overconfidence [-10]; Reputation [Varies]; or Stubbornness [-5].

Primary Skills: Area Knowledge (any) (M/E) IQ [1]-12; Research (M/A) IQ [2]-12; Streetwise (M/A) IQ [2]-12; Beam Weapons (any) or Guns (any), both (P/E) DX [1]-14 (Includes IQ bonus); and a total of 4 points in Blackjack (P/E), Brawling (P/E), Judo (P/H), Karate (P/H), or Wrestling (P/A).

Secondary Skills: Computer Operation (M/E) IQ [1]-12; Shadowing (M/A) IQ-1 [1]-11; and Stealth (P/A) DX-1 [1]-11.

Background Skills: A total of 12 points in Carousing (P/A; HT); Criminology (M/A); Electronics Operation (Security Systems) (M/A); Fast-Talk (M/A); Holdout (M/A); Intimidation (M/A); Language (any); Lockpicking (M/A); or Tracking (M/A).

Customization Notes: Freelance bounty hunting comprises a diverse group of people, and this template allows for a lot of personalization. Players may wish to combine this template with others (such as the repo man or black op) to create a freelance hunter with a special field of operation.

REPO MAN 80 POINTS

Repossessing a stolen ship requires a variety of skills. Many repo experts work as a team, eliminating the need for any one hunter to be spread too thin. Repo men may be corporate employees or freelancers. See p. 4 for more information.

Attributes: ST 10 [0]; DX 12 [20]; IQ 14 [45]; HT 10 [0].

Advantages: A total of 20 points chosen from Combat Reflexes [15]; Contacts [Varies]; Intuition [15]; Language Talent [2/level]; Patron [Varies]; Reputation [Varies]; Single-Minded [5]; or Strong Will [4/level].

Disadvantages: A total of -20 points chosen from Bad Temper [-10]; Code of Honor (Bounty Hunter) [-5]; Enemy [Varies]; Greed [-15]; Honesty [-10]; Reputation [Varies]; or Stubbornness [-5].

Primary Skills: Area Knowledge (Charted Space) (M/H) IQ-1 [2]-13; Free Fall (P/A) DX-1 [1]-11; Piloting (Starship) (P/A) DX-1 [1]-11; Research (M/A) IQ [2]-14; and Vacc Suit (M/A) IQ-1 [1]-13.

Secondary Skills: Electronics Operation (Security Systems) (M/A) IQ-1 [1]-13; Streetwise (M/A) IQ-1 [1]-13; and Beam Weapons (any) or Guns (any), both (P/E) DX [1]-14 (Includes IQ bonus).



Background Skills: A total of 5 points in Administration (M/A); Area Knowledge (any) (M/E); Brawling (P/E); Carousing (P/A; HT); Language (any); Lockpicking (M/A); or Merchant (M/A).

Customization Notes: A group of repo men working together will want to cover the requisite skills for operating a starship once they've captured it – Piloting, Electronics Operation (Sensors), and so forth. The character outlined in this template is not geared toward violent confrontation so much as stealth and guile in his efforts to return starships to their rightful owners. Players looking for more combat should either raise their combat skills or choose another template.

SKIP TRACER

70 POINTS

Skip tracers work in conjunction with bail bondsmen, tracking down and returning those who skip bail. They specialize in research and people skills, and have limited combat abilities compared to some bounty hunters. This does not mean that they are pacifists. Many of their targets are hardened criminals more than willing to use force to maintain their freedom.

Attributes: ST 10 [0]; DX 12 [20]; IQ 13 [30]; HT 10 [0].

Advantages: A total of 20 points chosen from Acute Hearing [2/level]; Acute Taste and Smell [2/level]; Acute Vision [2/level]; Alertness [5/level]; Charisma [5/level]; Contacts [Varies]; Intuition [15]; Reputation [Varies]; Single-Minded [5]; or Strong Will [4/level].

Disadvantages: A total of -20 points chosen from Bad Temper [-10]; Callous [-6]; Code of Honor (Bounty Hunter) [-5]; Delusion (I'm a Cop) [-5 to -15]; Enemy [Varies]; Greed [-15]; Honesty [-10]; Jealousy [-10]; Overconfidence [-10]; Reputation [Varies]; or Stubbornness [-5].

Primary Skills: Area Knowledge (any) (M/E) IQ [1]-13; Research (M/A) IQ [2]-13; Streetwise (M/A) IQ [2]-13; and a total of 4 points in Blackjack (P/E), Brawling (P/E), Judo (P/H), Karate (P/H), or Wrestling (P/A).

Secondary Skills: Computer Operation (M/E) IQ [1]-13; Fast-Talk (M/A) IQ-1 [1]-12; Shadowing (M/A) IQ-1 [1]-12; and Beam Weapons (any) or Guns (any), both (P/E) DX [1]-14 (Includes IQ bonus).

Background Skills: A total of 7 points in Acting (M/A); Administration (M/A); Carousing (P/A; HT); Electronics Operation (Security Systems) (M/A); Language (any); Law (M/H); Lockpicking (M/A); Stealth (P/A); or Tracking (M/A).

Customization Notes: Skip tracers who work primarily with a single bail bondsman may wish to take him as a low-level Patron.

TOOLS OF THE TRADE

The *Traveller* universe is full of high-tech gadgets to make a hunter's life easier. GMs will find countless items in *GURPS Ultra-Tech*, *Ultra-Tech 2*, and even *High-Tech* to keep a campaign going full swing.

WEAPONS

Nonlethal Weapons

There are a number of ways to subdue a target without doing permanent harm. Most bounty hunters will probably rely on chemical rounds (pp. GT111 and UT70) or tranq rounds (p. GT111). Nerve guns (p. UT56) and sonic stunners (pp. UT55-56) are extremely rare; they are TL12 weapons and available for 10 times listed cost.

Electrical stun weapons provide an alternative to neural and sonic stunners. At TL9, such a weapon is not restricted by wires running from the gun to the victim. Rather, it fires an independent power cell that releases electrical energy for up to three minutes after impact. General information on electrical stunners is found on p. HT100; specific stats for the TL9 version can be found in the weapons table on the next page.

Low-tech weaponry is often very popular with bounty hunters. Not only can it be used to subdue a target, but weapons such as nets, bolas, and saps are usually less restricted than standard firearms.

Finally, rather than trying to stun a victim, some hunters opt to capture him using a tangler weapon. Basic information on tangles is found on p. UT51, and two popular models (a pistol and a rifle) are listed in the weapon table below. Both weapons use the Guns (Tangler) skill.

Additional information on nonlethal weapons can be found in *GURPS Cops*.

Grenades

Stun grenades (also called "flash-bangs" or "stun munitions") are a popular addition to the weapons listed above. Tossing a stun grenade through a window or partly opened door, then following up with a rush, gives the attackers sufficient time to subdue the room's occupants with little difficulty. Details on stun munitions are found on p. SO105 and p. UTT65.

Other useful grenades include the tangler grenade (p. UTT66) and, rarely, the sonic stun grenade (p. UTT66). Like other sonic stun weapons, the sonic stun grenade is not available until TL12, and at 10 times cost.

SURVEILLANCE

Collecting information can be tedious and difficult. There are a number of items every bounty hunter should have in his arsenal, including communication taps, laser mics, and bugs (p. UT84); bug sniffers and stompers (p. UT90); and EMESCAT gear and keyboard bugs (p. UTT84).

Fiber Optic Scope: This stiff 1/4" cable can be snaked around corners, through ventilation ducts, or slipped through open windows to provide transmission of a video image to a suitable viewer (e.g., HUDs, video recorders, computers). Fiber optic line may be of any length, and costs Cr100 per foot.

FORGERY, ACTING, AND DISGUISE

Pretending to be someone else is a common tactic for private investigators, journalists, and bounty hunters.

Forgery Kits: Forgery kits run the gamut from basic art supplies (Cr25) to full-scale computerized labs for forging retinal scans, data chips, and so on (Cr250,000 and up). Most street-level forgers get by with a basic kit capable of modifying existing documents (+1 modifier to Forgery rolls) and creating reasonable facsimiles from scratch (-1 to skill rolls). Such kits are illegal almost everywhere, but can be found on the black market for around Cr1,000. They're good for five uses (regardless of success or failure) and then must be refilled at a cost of Cr250.

Disguise Kit: Like forgery kits, disguise kits vary in quality, weight, price, and usefulness. A basic briefcase-sized kit containing makeup, wigs, beards, false noses, etc., can be purchased for around Cr300. It weighs 10 lbs., and provides a +2 on any Disguise roll. Higher-TL kits provide increasing bonuses: TL11 kits provide +3 on Disguise rolls and cost Cr3,000 and TL12 kits give +4 for a cost of Cr7,500. TL11 and TL12 kits may be illegal on some worlds.

Voice Modification Units

A VMU is a small external unit that attaches to the wearer's throat and modifies the pitch and tone of his voice enough that it is not easily recognizable. Such a unit may add +1 to Disguise or Acting rolls when the user is speaking. A VMU is obvious unless it is concealed under clothing (+5 to Holdout). At TL10 and up, a decorative choker can be fashioned to conceal the VMU, though a successful Vision-5 roll will alert others to something odd about the jewelry. Basic voice modifiers cost Cr1,000; TL10 disguised VMUs cost Cr5,000 and up, depending on the craftsmanship.

MISCELLANEOUS

There are many other tools and gadgets available in *GURPS High-Tech*, *Ultra-Tech* (pp. UT82-71), *Ultra-Tech 2* (pp. UTT78-86), *Special Ops*, and *Espionage* (pp. E45-64).

Specific examples applicable to a bounty hunting campaign include handcuffs (p. UT91), cuff-tape (p. UTT82), sonic pacifiers (available at TL12 and for 10 times cost; p. UTT82), stun batons (p. UTT65), biobeacons (p. UTT40), and so forth.

WEAPONS TABLE

Weapon	Malf	Damage	SS	Acc	1/2D	Max	Wt.	AWt.	RoF	Shots	ST	Rcl	Cost	TL
Electrical Stun Gun	crit.	Special	14	2	—	10	1	0.1	1	2	7	-1	Cr800	8
Tangler Pistol	crit.	Special	11	1	—	12	3	0.5	1	1	12	-4	Cr1,000	8
Tangler Rifle	crit.	Special	14	2	—	25	5	0.5	1	3	12	-4	Cr2,500	8

Adventures and Campaigns

Some GMs may wish to add bounty hunting to an existing campaign. Others may start a campaign that revolves around bounty hunters exclusively, starting the group out from scratch.

Bounty Hunters campaigns take on many forms. A more realistic campaign focuses on the chase – finding the quarry and capturing him with a minimum of violence and fuss. Realistic bounty hunters make certain to cope with local laws and cause minimum collateral damage. Cinematic campaigns focus more on the confrontation. The PCs use any means, fair or foul, to get to the quarry. Such adventures culminate in a firefight with the quarry or with planetary security (or both!)

REALISTIC BOUNTY HUNTING

The truth about bounty hunting is that it entails hours of paperwork, computer work, long-distance communications, interviews, and other tedium, followed by a few brief moments of excitement during the capture. To provide better game play, GMs wishing to run a realistic campaign should provide lots of interplay between PCs and NPCs (friends, relatives, henchmen, law enforcement personnel) prior to attempted captures.

In the *Traveller* universe, economics prevent interstellar bounty hunting from being a profitable venture unless the hunters are tracking very expensive (and therefore dangerous) targets. GMs shouldn't overload the players with nickel-and-dime bail skips and repos. Instead, a *Traveller* bounty hunting campaign should focus on the exciting, shadowy, dangerous world of high-stakes bounties.

CINEMATIC CAMPAIGNS

Cinematic bounty hunting emphasizes tracking down dangerous criminals and fugitives from justice, since traditional law enforcement is spread too thin to deal with every lawbreaker and escapee. Private bounty hunters take up the slack, tracking not only skips and repossessed ships, but also fugitives from justice and high-profile criminals.

The Lone Wolf

A staple of sci-fi films is the lone hero who faces and overcomes overwhelming odds. GMs may find that a cinematic bounty hunting campaign is ideally suited to solo adventures, allowing the hunter to face down hardened criminals on distant planets and emerge battered, but triumphant. A lone wolf may start the adventure with a sidekick (or even an Ally Group), but it's likely such companions will be among the casualties during the course of the adventure.

GMs may allow the hero to start at a higher point value or encourage the use of advantages such as *Hard to Kill* to give him a better chance of survival.

SCUM AND VILLAINY

Some players will prefer the gritty, violent world of the "super" bounty hunters. Characters will face the most dangerous criminals and the deadliest of worlds; death is a daily reality and PCs are not immune.

Targets in this campaign will be high-value criminals . . . escapees from maximum-security prisons, killers, and assassins. Heroes should be armed to the teeth and fortified with the best equipment, since their enemies may be toting PGMPs and wearing powered combat armor!

THE OTHER SIDE OF THE COIN

Some *Traveller* campaigns find adventurers on the shady side of the law, in the form of smugglers, pirates, or other, often good-hearted criminals. GMs may wish to use *Bounty Hunters* as a sourcebook in such a campaign, keeping the party on their toes as the bounty on them slowly grows and the caliber of hunter that tracks them increases.

GMs who wish to use bounty hunters against criminal PCs should keep the bounty quiet, and spring a hunter or two on the players without warning. Figuring out who's trying to capture or kill them, and why, can be an exciting adventure unto itself.

CROSSOVER CAMPAIGNING

Bounty hunting can be an excellent sideline for free traders, mercenaries, Scouts, and other established *Traveller* characters. GMs should refer to appropriate *GURPS Traveller* supplements for details on specific professions.

Free Traders

Free traders make good bounty hunters for many reasons. They have skills useful in tracking down targets (Area Knowledge, Streetwise) and repossessing ships (shipboard skills), and their line of work facilitates travel from one world to another in search of a target without accruing unnecessary expense.

Free traders might also be involved in bounty hunting, when asked to transport a criminal (perhaps in a low berth) back to the world that had extradited him. Needless to say, the criminal's confederates might attempt to free their comrade, or even simply kill him to keep him from testifying.

In addition, free traders might become embroiled in a fugitive hunt, even if they are not bounty hunters themselves. What if that mysterious passenger they recently picked up turns out to be hounded by a team of skilled bounty hunters?

Free traders who engage in smuggling – especially as a matter of routine – may find they are the target of a bounty themselves.

See *GURPS Traveller: Far Trader* for more information.

Scouts

As part of their official duties, Scouts may be called upon to hunt down relic thieves or smugglers on interdicted worlds. They may also be faced with a fugitive that has taken refuge on a world that has been interdicted to protect the locals. Not only will they have to capture him, they must prevent NPC bounty hunters from damaging relations with the locals by shooting up the place.

Like free traders, Scouts may also be asked to transport a criminal in their ship, with similar repercussions.

GURPS Traveller: First In provides more information on the Scouts.

Mercenaries

A team of battle-hardened mercenaries may be called upon to take down the most dangerous fugitives in the Imperium. The line between mercenary soldiers and mercenary bounty hunters is a thin one, and the two professions are easily melded into one. Mercs that take on an occasional bounty hunt will find they must rely on commando tactics rather than sheer firepower – though the latter doesn't hurt when facing heavily armed opponents. Even if they are not bounty hunters themselves, they may be hired by a hunter to help in taking down a subject.

In a purely military campaign, the mercs' patrol ship may be asked to transport a fugitive in their brig, or their squad of marines may be called upon to assist in serving an arrest warrant.

GURPS Traveller: Ground Forces and *GURPS Traveller: Star Mercs* can be used together with this supplement for such a military bounty-hunting campaign.



ADVENTURE SEEDS

FRONTIER JUSTICE

When Abbot Soone escaped from the prison world of Torment (0721/Darrian), local officials worked to keep the news quiet. Soone is considered one of the most dangerous psychopaths in the Marches. Wary of bad publicity from the announcement of his escape, prison officials quietly contacted one person to bring him down: the bounty hunter.

Soone was last seen heading toward District 268. Torment officials have made it clear they don't care if Soone is returned in one piece or many, but they will only make payment on absolute proof of his termination – a severed thumb won't do the trick, but his head would do nicely. They will give the lone wolf Cr150,000 on completion of the job, but he must work quickly and quietly. If Soone kills any civilians before the hunter stops him, payment will be cut in half. If the media is alerted to Soone's liberty, the prison will revoke the exclusive contract and put a blanket bounty on his head for Cr25,000.

THE TABLES TURN

During the course of routine skip traces or fugitive hunts, the heroes may find themselves breaking local laws from time to time; it is an almost inevitable fact of bounty hunting in a fractured political atmosphere. Unbeknownst to them, however, they recently outraged religious authorities by carrying out their duties on a local holy day. Though it is an insignificant violation from their point of view (they may not even know they were guilty), it was a high act of irreverence to a local goddess – one punishable by death.

Within days, a group of adepts is dispatched to track down the heretics and bring them to justice. It is preferable to return them to the scene of the crime and allow the "most holy celebrant" to execute punishment – their death on a sacrificial altar! But if necessary, the assassins will try to kill one or more heroes to even the odds before capturing the remainder.

This adventure works best if the party is unaware of their crime until they are attacked by a band of zealots. The assassins should be equipped based on the relative strength of the heroes. The object is a fair fight and a fun adventure, not the slaughter of either side.

FAMILY FEUD

After capturing a felon in the Five Sisters Subsector at the very edge of Imperial space, the party needs a well-deserved rest, and the seedy freeport at Jinx (0440/Five

Sisters) is an ideal place to resupply before moving on. While the PCs recharge their spirits in a local tavern, a dark-haired teen bursts through the doors, races through the bar, and goes out the back. She is followed by two men in light combat armor, plainly intent on doing her harm. When the heroes investigate (and deal with the pair of pistol-armed thugs), she tells them her story.

She left her home-world of Emape (0133/Five Sisters) in search of mercenaries (or bounty hunters) to rescue her brother from a planetary mob that holds him captive after killing her father and destroying much of her family's assets. Her mother is offering travel expenses, plus Cr25,000 to anyone willing to return the kidnapped young man, and an additional Cr5,000 for every member of the enemy mob that is killed in the process.

What she *doesn't* tell the PCs is that this hit and kidnapping is only the latest in a series of attacks between these feuding families, both of which control large portions of the lawless world. Her mother refuses to use any of her own enforcers in the rescue attempt because she cannot afford to leave her family vulnerable to a second attack.

The son is being held in a fortress-like compound in a mountainous region of the planet reachable only by foot or a heavily guarded landing pad. See *GURPS Traveller: Behind the Claw* for more information on Jinx and Emape.





Friends and Enemies

Bounty hunting often attracts loners, but interaction with others is the stock in trade of a successful hunter. Even the most antisocial bounty hunter will deal with his share of defaulting ship owners, Imperial criminals, and rival hunters.

SKIPS AND OTHER TARGETS

The following characters represent a cross-section of bounties available in the *Traveller* universe. GMs can use them as is, or tailor them to fit the campaign.

TRAV MCKINNON

150 POINTS

Human (mixed) male; age 29; 5'10", 155 lbs.; brown hair and goatee, green eyes.

ST 10 [0]; **DX** 11 [10]; **IQ** 14 [45]; **HT** 10 [0].

Speed 5.25; Move 5.

Dodge 5; Parry 7 (Brawling).

Advantages: Ally Group (Four 75-point bodyguards, 15 or less) [30]; Attractive [5]; Charisma +2 [10]; Common Sense [10]; Eidetic Memory [30]; Intuition [15]; Strong Will +1 [4].

Disadvantages: Careful [-1]; Enemy (Insurance Investigators/Bounty Hunters, 6 or less) [-5]; Greed [-15]; Miserliness [-10].

Quirks: Constantly toying with a small, rough stone; Fastidious; Quick to smile; Rarely carries a weapon. [-4]

Skills: Acting-17 [4]; Administration-13 [1/2]; Area Knowledge (Imperium)-14 [1/2]; Bard-16 [1]; Brawling-10 [1/2]; Carousing-11 [4]; Computer Operation-15 [1]; Dancing-10 [1]; Detect Lies-13 [1]; Diplomacy-14 [2]; Disguise-14 [1]; Fast-Talk-15 [2]; Forgery-14 [2]; Gambling-14 [1]; Guns (Pistol)-12 [1/2]*; Holdout-14 [1]; Law-13 [1]; Leadership-16 [1]; Merchant-14 [1]; Psychology-13 [1]; Research-14 [1]; Savoir-Faire-15 [1]; Streetwise-14 [1].

* Includes +2 bonus for IQ.

Languages: Galanglic (native)-14 [0]; Vilani-13 [1/2]; Zhodani-13 [1/2].

Equipment: McKinnon carries little equipment as a matter of course. When armed, he carries a very expensive, custom-made body pistol (pp. GT110, GT114), fitted in a custom-tailored pancake holster. The pistol and holster have a combined Holdout modifier of +3, but it is impossible to Fast-Draw. He also carries a small, rough stone that he absently turns over and over in his hands; its significance is unknown.

Quote: "Of course it's legit."

McKinnon's Story

Ten years ago, Trav McKinnon was a two-bit con man haunting the Spinward Marches and bilking unsuspecting folk out of their money and possessions. But after many years of banking his ill-gotten gains, McKinnon used a "creative" credit history to purchase a 100-ton *Suliman* courier that he christened *Lack of Sleep*. He used the ship to engage in legitimate trade, making excellent use of limited cargo space by trading only high-value goods. Despite his fraud in obtaining the ship, he never missed a payment. It appeared Trav McKinnon had turned legit.

Four months ago, McKinnon filed an insurance claim with Galactic Surety, LIC, citing the ship's destruction by pirates near the Vargr Extents. GS sent an adjuster to examine debris from the ship, and although the investigation proved inconclusive, GS honored the claim. Recently, however, they uncovered information indicating that the *Lack of Sleep* was not destroyed. They now believe it was refitted, had its transponder changed, and was renamed *Long Shot*. A *Suliman* ship named *Long Shot* is being brokered somewhere near Regina, but GS can't spare any employees to investigate this dubious rumor.

A Cr75,000 fee is offered to anyone who can prove that the *Long Shot* is the renamed *Lack of Sleep*, and another Cr250,000 for her return if the rumor proves true. McKinnon is a shrewd operator and not easily duped; he is an expert at manipulating people and surrounds himself with skilled bodyguards, ready to use deadly force when his words fail.

McKinnon makes a slippery villain who is difficult to imprison due to the nature and complexity of his scams. Even if the heroes return the ship to GS, McKinnon may well go free due to some legal loophole he has conveniently engineered.

Adventure Notes

McKinnon can be played as a wisecracking scoundrel with a heart of gold or a downright nasty con man with a violent streak just below his cultured surface. If he is to be a recurring villain, GMs may wish to raise the level of his Law and Fast-Talk skills (to provide getaways) as well as adding Hard to Kill to keep him alive. If McKinnon reappears in subsequent adventures, he will have a number of Alternate Identities (p. CI20).

RHIANNON GAULT 153 POINTS

Human (mixed) female; age 25; 5'7", 125 lbs.; short blonde hair, pale blue eyes.

ST 9 [-10]; **DX** 13 [30]; **IQ** 13 [30]; **HT** 12 [20].

Speed 6.5; Move 6.

Dodge 6; Parry 8 (Brawling).

Advantages: Alertness +1 [5]; Attractive [5]; Fearlessness +3 [6]; Fit [5]; High Pain Threshold [10]; Luck [15]; Pitiable [5]; Strong Will +3 [12]; Toughness (DR 1) [10].



Disadvantages: Enemy (Bounty Hunters, 6 or less) [-5]; Flashbacks [-5]; Guilt Complex [-5]; Loner [-5]; Nightmares [-5]; Obsession (Destroy Sternmetal Horizons, LIC) [-15].

Quirks: Blames herself for the death of her friends; Chews her bottom lip when indecisive; Misses her home; Never carries a weapon; Tries not to injure non-Sternmetal employees. [-5]

Skills: Area Knowledge (Imperium)-13 [1]; Brawling-13 [1]; Camouflage-13 [1]; Cartography-12 [1]; Climbing-13 [2]; Demolition-16 [8]; Ecology-13 [4]; Electronics Operation (Security Systems)-15 [6]; Fast-Talk-11 [1/2]; First Aid-14 [2]; Gardening-13 [1]; Hiking-12 [2]; Leadership-11 [1/2]; Lockpicking-13 [2]; Meteorology-11 [1/2]; Naturalist-10 [1/2]; Planetology (Earthlike)-12 [1]; Research-13 [2]; Running-10 [1]; Scrounging-15 [4]; Stealth-14 [4]; Streetwise-11 [1/2]; Survival (Woodlands)-13 [2]; Swimming-13 [1]; Thrown Weapon (Grenade)-13 [1]; Tracking-11 [1/2].

Equipment: Rhiannon never carries any personal weapons, but is rarely without a small tool kit and several odds and ends related to her demolitions (blasting caps, primacord, timers, and so forth). When on a raid, she wears black combat infantry dress (p. UT73). The only offensive weaponry she ever uses are grenades, and then usually only for inflicting collateral damage on Sternmetal property.

Quote: "They're destroying the universe one tree at a time."

Rhi's Story

Rhiannon Gault is a dangerous, if well-intentioned, criminal. Raised on a bucolic world, she grew up wild and carefree until Sternmetal Horizons, LIC purchased mining rights to her homeworld and began stripping it of its forests. Together with a small group of friends, Rhiannon protested Sternmetal's operations, but to no avail. They tried sit-down strikes and eventually progressed to sabotage of Sternmetal's operations. During a nighttime raid against the mines, the small group was fired upon by Sternmetal security, killing Rhiannon's friends and wounding her in the left arm (she still bears the scars). She fled the planet and sought refuge among the stars, where she maintains a personal crusade against Sternmetal Horizons to this day.

In the four years since, Rhiannon has worked with various terrorist groups, but she rarely stays in one place very long. She is obsessed with the destruction of Sternmetal, planning sabotage and assaults against their assets throughout the

Imperium. What really drives her, however, is her guilt for the death of her friends. She was the instigator of the raids and blames herself for their death. She is desperately seeking absolution for her crime.

Sternmetal Horizons has placed an Imperially registered Cr200,000 bounty for her capture.

Adventure Notes

Rhiannon Gault is a dangerous, fanatical opponent. She is fearless to the point of foolishness, making her unpredictable and difficult to apprehend. She has the best of intentions and a heart of gold, but GMs may choose to make her less likable and sympathetic, painting her as a ruthless terrorist. If she is to be played this way, drop Pitiable, Guilt Complex, Flashbacks, and Nightmares, and add Paranoia.

TYLENE REID

175 POINTS

Human (Terra) female; age 30; 5'8", 130 lbs.; pale skin, black hair, green eyes, several small tattoos.

ST 10 [0]; **DX** 13 [30]; **IQ** 13 [30]; **HT** 11 [10].

Speed 6; Move 6.

Dodge 6; Parry 8 (Brawling).

Advantages: Acute Hearing +2 [4]; Ally Group (Two 100-point henchmen, 12 or less) [40]; Attractive [5]; Composed [5]; Contact (Shady Imperial Marine NCO, skill-15, 9 or less) [2]; Danger Sense [15]; Luck [15]; Zeroed [10].

Disadvantages: Addiction (Rush Hour, p. UTT90) [-5]; Enemy (Bounty hunters, 9 or less) [-10]; Insomniac [-10]; Light Sleeper [-5]; Workaholic [-5].

Quirks: Considers herself an entrepreneur, not a criminal; Enjoys the weight of a heavy rifle; Up all night, sleeps during the day; Very specific about weapons terminology; Won't admit she's addicted. [-5]

Skills: Area Knowledge (Dublin)-13 [1]; Area Knowledge (Old Expanses)-14 [2]; Area Knowledge (Solomani Rim)-13 [1]; Area Knowledge (Terra)-13 [1]; Armoury (Combat Armor)-11 [1/2]; Armoury (Small Arms)-13 [2]; Brawling-13 [1]; Carousing-11 [2]; Climbing-11 [1/2]; Demolition-11 [1/2]; Detect Lies-14 [6]; Filch-11 [1/2]; Forgery-10 [1/2]; Gunner (Machine Gun)-13 [1/2]*; Guns (Pistol)-14 [1/2]*; Guns (Rifle)-15 [1]*; Knife-13 [1]; Leadership-13 [2]; Lockpicking-11 [1/2]; Merchant (Combat Armor, Small Arms)-13/20 [6]; Pickpocket-10 [1/2]; Savoir-Faire-13 [1]; Savoir-Faire (Military)-12 [1/2]; Streetwise-18 [12]; Survival (Urban)-14 [4].

* Includes +2 bonus for IQ.

Languages: Galanglic-12 [1]; Irish (native)-13 [0].

Equipment: Ty has access to nearly any personal weapon in the *Traveller* universe, and GMs may arm her with whatever is appropriate for a particular scene. In general, however, she favors her worn, but well-maintained, Instellarms ACR Model 75, favoring the weight and feel of it over a smaller weapon. The rifle is fully decked out with accessories and is customized to fit her grip and arm length, giving it a +1 Acc bonus in her hands. A Blackhawk Arms grenade launcher is mounted under the barrel, but usually not loaded. For stats, use the 7mm ACR loaded with solid ammo (p. GT114) together with stats for the M203 grenade launcher (pp. HT121 and HT126). She also carries a standard 9mm auto pistol in a shoulder harness, but makes no attempt to conceal it.

Quote: "You call that a gun? *This* is a gun . . ."

Tylene's Story

Tylene Reid spent the first half of her life on Terra. Orphaned at 14, she grew up on the streets of Dublin, where she learned to live by her wits. She eventually hopped a tramp freighter out of the Rim, sidestepping the Imperial security forces seeking to question her about the death of a minor noble. Today she haunts the Old Expanses, dealing in black-market military hardware.

Unfortunately for Ty, equipment used in a political assassination was traced back to her, and she is now the target of an manhunt fueled by a Cr200,000 bounty for her capture. Authorities believe she has a source in the Imperial Marines and they wish to interrogate her; she is worth nothing to them dead. Hunters providing proof of her arrangements with the Marines (including the name of her contact there) will be given a Cr50,000 bonus.

She is usually within earshot of a pair of hand-picked mercenaries armed with the latest hardware.

Adventure Notes

Tylene can be used as a simple bounty, sending the party scouring the underworld of black market arms dealers in search of their prey. It's possible, however, that she may become (or may already be) the heroes' ally and a source of illegal military hardware. GMs should use this angle to their advantage, especially if any of the hunters have a Code of Honor (Never Betray a Friend), Intolerance (Criminals), Obsession (Never Give up a Hunt), or similar disadvantage that would create an internal conflict.

GERFIKH

175 1/2 POINTS

Vargr male; age 48; 5'6", 145 lbs.; reddish-brown fur streaked with gray, light brown eyes.

ST 10 [10]; **DX** 13 [20]; **IQ** 12 [20]; **HT** 11 [10].

Speed 5.5; Move 10.

Dodge 5; Parry 11 (Brawling).

Advantages: Ally Group (Five 100-point criminals, 15 or less) [60]; Charisma +2 [10]; Combat Reflexes [15]; Fearlessness +2 [4]; G-Experience [10]; Military Rank 4 [20]; Status 1 [0]*; Vargr [0].

* Free from Military Rank.

Disadvantages: Enemy (Bounty hunters, 6 or less) [-5]; Enemy (Imperium, 6 or less) [-20]; Reputation (Killer; -4 to Imperial military personnel, all the time) [-10]; Selfish [-5].

Quirks: Early riser; Enjoys being a pirate; Hates being planetbound; Paces when agitated. [-4]

Skills: Area Knowledge (Spinward Marches)-12 [1]; Area Knowledge (Vargr Extents)-15 [6]; Astrogation-12 [2]; Brawling-15 [4]; Electronics Operations (Security Systems)-11 [1]; Free Fall-14 [4]; Guns (Pistol)-16 [2]*; Heraldry-12 [2]; Interrogation-11 [1]; Intimidation-13 [4]; Leadership-13 [4]; Merchant-12 [2]; Piloting (Starship)-12 [1]; Streetwise-12 [2]; Tactics-13 [6]; Vacc Suit-13 [4].

* Includes +2 bonus for IQ.

Languages: Galanglic-10 [1/2]; Vargr (native)-12 [0].

Equipment: Since his return to Vargr space, Gerfikh has managed to pick up a battered 9mm auto pistol; the other escapees have picked up various weapons suited to their skills (mostly slug-throwers – pistols, carbines, shotguns, and other short-barreled weapons for ease of use in confined spaces). As time goes on, their gear will improve, depending on how long it takes the PCs to track them down. If they manage to liberate the corsair (see below), they will be able to outfit themselves with top-notch combat gear, but will continue to favor short, manageable weapons.

Quote: "As if a pup like you knows anything about anything . . ."

Gerfikh's Story

Gerfikh is the quintessential Vargr pirate, having spent most of his life aboard a ship, raiding one trade route or another. Gerfikh spent much of this time memorizing the markings of various fleets, preparing for his career in piracy. Two months ago, Gerfikh and his crew were captured by an Imperial patrol, tried, and found guilty of

piracy. Due to a faulty grav generator, the prison transport made an unscheduled stop at a Scout base for repairs. The prisoners escaped, leaving prisoners and guards wounded, and two guards dead. Gerfikh and a handful of the escapees commandeered a *Sulieiman II* seeker and vanished into the Vargr Extents.

The Imperium has offered a Cr200,000 bounty on Gerfikh and a Cr50,000 bounty on each of his five cohorts. The Imperial Scout Service has added to the contract, offering an additional Cr150,000 for the return of the seeker.

The group is now in Vargr space. GMs should play up the difficulties involved in dealing with Vargr culture, and the problems involved in spotting one particular Vargr in the masses that reside there. The heroes will be better off trying to find the ship; a *Sulieiman-II* will stand out in Vargr space more than any particular Vargr.

GMs should flesh out Gerfikh's Ally Group (the five who escaped with him) since they may influence the success or failure of a capture attempt. If any are non-Vargr, they may stand out in some areas, making the hunters' search a little easier.

Adventure Notes

If Gerfikh discovers he is being hunted, he will sell off the *Sulieiman* and switch to travel by commercial means. His priority is to locate his old corsair (captured when he was) and liberate it from the Imperial Navy. Its exact whereabouts are up to the GM; it is probably being held in a Naval impound facility under high security.

ANNA CAIRISTIONA

243 POINTS

Human (mixed) female; age 29; 5'9", 130 lbs.; hair and eye color varies.

ST 10 [0]; **DX** 13 [30]; **IQ** 15 [60]; **HT** 12 [20].

Speed 6.5; Move 6.

Dodge 6.

Advantages: Absolute Timing [5]; Alertness +1 [5]; Attractive [5]; Charisma +1 [5]; Combat Reflexes [15]; Danger Sense [15]; Fashion Sense [5]; Fit [5]; Imperturbable [10]; Luck [15]; Status 1 [0]*; Strong Will +1 [4]; Wealthy [20].

* Free from Wealthy.

Disadvantages: Careful [-1]; Enemy (Bounty hunters, 9 or less) [-10]; Enemy (Imperium, 6 or less) [-20]; Greed [-15].

Quirks: Avoids routines; Avoids Zhodani space whenever possible; Maintains caches of IDs, weapons, and credits for emergencies; Never takes chances; Prefers public transportation. [-5]

Skills: Acting-17 [6]; Area Knowledge (Imperium)-14 [1/2]; Area Knowledge (Solomani Rim)-15 [1]; Carousing-12 [2]; Climbing-12 [1]; Computer Operation-15 [1]; Demolition-15 [2]; Detect Lies-13 [1]; Diplomacy-13 [1]; Disguise-17 [6]; Driving (Automobile)-12 [1]; Electronics Operation (Security Systems)-16 [4]; Erotic Art-14 [8]; Escape-12 [2]; First Aid-14 [1/2]; Forgery-15 [4]; Garrote-14 [2]; Guns (Pistol)-16 [2]*; Guns (Rifle)-16 [2]*; Holdout-16 [4]; Karate-12 [2]; Knife-14 [2]; Knife Throwing-14 [2]; Lip Reading-13 [1/2]; Lockpicking-13 [1/2]; Poisons-14 [2]; Research-15 [2]; Savoir-Faire-15 [1]; Savoir-Faire (Military)-15 [1]; Sex Appeal-13 [2]; Stealth-13 [2]; Streetwise-14 [1]; Survival (Urban)-13 [1/2]; Tactics-15 [4].

* Includes +2 bonus for IQ.

Languages: Galanglic (native)-15 [0]; Gvagh (Vagr)-13 [1/2]; Vilani-13 [1/2]; Zhodani-13 [1/2].

Equipment: Anna uses a variety of equipment for her assassinations, from a garrote concealed within the hem of her clothing, to high-powered sniper rifles, to incendiary charges that leave nothing but ashes. She usually travels unarmed, to avoid complications at routine border checks, but favors any number of weapons when necessary. She is never far from a full disguise kit, and generally ships her operational gear in stealth luggage (p. UTT86). She is very wealthy, and spares no expense to hide her identity and her equipment, completely abandoning it if necessary, even if it means substantial financial loss.

Quote: "I think you have me confused with someone else."

Anna's Story

This striking woman is as beautiful as she is deadly. An expensive assassin, she is unaffiliated with any organizations and works for the highest bidder. She travels under many identities, though her real name is Anna Cairistiona – a fact few people in the Imperium know. There is a standing Cr250,000 Imperial bounty for her capture, and many corporations and small governments offer lesser rewards for her delivery or even death (the highest "wet" bounty is offered by Solomani Security and is set at Cr50,000).

She specializes in political assassination, though in the past she has brought down CEOs, military officers, and religious leaders. She turns down no contract if the price is right. Her fees begin at Cr100,000, depending on the difficulty of the kill. Rumor has it she was once paid

Cr2,000,000 for the assassination of a troublesome, but well-protected duke. Officially, he died in his sleep.

Adventure Notes

Anna Cairistiona is a brilliant, hard-to-catch killer. She travels under various Temporary Identities (p. CI20), changing them regularly, and never stays in one place for more than a few days (except during a hit). She is meticulous and patient, willing to wait for precisely the opportunity to make her move.

Often she impersonates a local, leaving clues pointing toward that innocent as the assassin. Rarely does anything come of the frame-up, but it steers the investigation away from her long enough for her to escape. Once she has made a hit using an alternate identity – stolen or falsified – she drops it permanently, never using it again.

This assassin is so careful to cover her tracks that PCs are more likely to come across her by accident than by design. Those in the vicinity of a fresh hit may become involved in a manhunt, tracking her by means of the meager clues she may have left behind.

BOUNTY HUNTERS AND RIVALS

The GM can use the following NPCs to help or hinder PCs in their hunts. Some will be generally helpful and friendly, others blatantly nasty to their rivals. They may also be sent after criminal PCs. In either case, the GM should modify them as he sees fit.

LUC REVIS 95 POINTS

Human (Terran) male; age 27; 5'10", 170 lbs.; black hair, brown eyes, clean-shaven.

ST 11 [10]; **DX** 12 [20]; **IQ** 13 [30]; **HT** 10 [0].

Speed 6; Move 6.

Dodge 6; Parry 8 (Brawling).

Advantages: Alertness +1 [5]; Attractive [5]; Charisma +2 [10]; Contact (Planetary Law Enforcement Sergeant, skill-15, 6 or less) [1]; Daredevil [15]; Luck [15]; Strong Will +1 [4].

Disadvantages: Impulsiveness [-10]; Lecherousness [-15]; Odious Personal Habit (Sarcastic) [-5]; Overconfidence [-10]; Reputation -2 (As bounty hunter, to law enforcement personnel, 10 or less) [-2].

Quirks: Calls his pistol "Annie"; Constantly combs his hair; Laughs at his own jokes; Thinks women adore him; Wears gloves. [-5]

Skills: Area Knowledge (Imperium)-13 [1]; Area Knowledge (Terra)-13 [1]; Brawling-12 [1]; Carousing-10 [2]; Climbing-10 [1/2]; Criminology-13 [2]; Demolition-11 [1/2]; Fast-Talk-14 [4]; Forgery-10 [1/2]; Guns (Pistol)-15 [2]*; Knife-11 [1/2]; Law-12 [2]; Lockpicking-11 [1/2]; Merchant-11 [1/2]; Sex Appeal-12 [4]; Streetwise-14 [4]; Survival (Urban)-12 [1].

* Includes +2 bonus for IQ.

Equipment: This young man relies on his wits more than violence. He carries "Annie," a generic 9mm auto pistol in a side holster, and owns no other weapons. Should he lose this weapon, any new sidearm he picks up will adopt the same name.

Quote: "So the guy starts yelling, 'Shoot the dog! Shoot the dog!'"

Luc's Story

Luc Revis is a newcomer to bounty hunting. A former law enforcement officer, his wisecracks and blatant disregard for procedure got him fired eight months ago. Since that time he's turned to private investigation and bounty hunting (he's currently waiting on approval of his Imperial Bounty Hunter's License). He can be used as anything from an annoyance to a moderately helpful ally, but it's unlikely he'll interfere with the PCs to any real degree.

TATE GABRIEL

140 POINTS

Human (mixed) female; age 24; 5'4", 115 lbs.; shoulder-length blonde hair, brown eyes.

ST 11 [10]; **DX** 14 [45]; **IQ** 13 [30]; **HT** 11 [10].

Speed 6.25; Move 6.

Dodge 6; Parry 7 (Wrestling).

Advantages: Alcohol Tolerance [5]; Attractive [5]; Charisma +1 [5]; Danger Sense [15].

Disadvantages: Bad Temper [-10]; Honesty [-10]; Miserliness [-10]; Secret (Grew up poor and homeless) [-5]; Stubbornness [-5].

Quirks: Checks herself out in mirrors; Dislikes startling noises (including gunfire); Doesn't use guns; Never talks about her past. [-4]

Skills: Acting-11 [1/2]; Area Knowledge (Frontier)-14 [2]; Area Knowledge (Imperium)-13 [1]; Bodyguard-11 [1/2]; Bouncer-12 [1]; Carousing-12 [4]; Computer Operation-13 [1]; Detect Lies-13 [4]; Driving (Automobile)-12 [1/2]; Electronics Operation (Security Systems)-12 [1]; Escape-11 [1/2]; First Aid-13 [1]; Holdout-14 [4]; Karate-13 [2]; Knife-16 [4]; Knife Throwing-13 [1/2]; Law-10 [1/2]; Lockpicking-11 [1/2]; Research-12 [1];

Savoir-Faire-13 [1]; Sex Appeal-16 [10]; Stealth-15 [4]; Streetwise-16 [8]; Survival (Urban)-14 [4]; Tactics-10 [1/2]; Wrestling-14 [2].

Equipment: Tate is almost never armed, and when she is, it's with a concealable ceramic knife. She prefers open-handed combat and never uses a gun. She owns a pair of black metal handcuffs she calls her "toys." More than one unsuspecting skip regrets letting her use them on him . . .

Quote: "What's the matter, don't you wanna play?"

Tate's Story

Tate grew up on the streets, eventually working as a bouncer in a two-bit tavern in the dregs of some distant frontier planet. In the three years since, she's climbed from bouncer to bodyguard to freelance bounty hunter. She is not proud of her humble beginnings, and puts on quite a show to keep anyone from seeing the street girl behind the seductive freelancer she has become today. She is unusually tough for her size, a fact she uses to her advantage when seducing a target before slapping restraints on him.

Tate's *modus operandi* is to seduce her prey, lure him to a quiet location, cuff him, and then haul him to justice.

RENZO TA'RIK

198 POINTS

Human (Solomani) male; age 34; 5'10", 175 lbs.; black hair and goatee, brown eyes.

ST 11 [10]; **DX** 14 [45]; **IQ** 13 [30]; **HT** 14 [45].

Speed 7; Move 7.

Dodge 7; Parry 10 (Brawling)

Advantages: Acute Vision +1 [2]; Ambidexterity [10]; Combat Reflexes [15]; Composed [5]; Contacts (Many and varied; GM's choice of 10 points worth) [10]; High Pain Threshold [10].

Disadvantages: Callous [-6]; Enemy (SolSec, 6 or less) [-15]; Loner [-5]; Secret (Former SolSec Agent) [-10].

Quirks: Likes Vilani beer; No sense of humor while on a hunt; Prefers "wet work" to capture bounties; Runs daily; Uses two weapons at once. [-5]

Skills: Acrobatics-11 [1/2]; Area Knowledge (Imperium)-12 [1/2]; Area Knowledge (Solomani Sphere)-15 [4]; Armoury (Small Arms)-11 [1/2]; Brawling-14 [1]; Climbing-12 [1/2]; Computer Operation-13 [1]; Criminology-12 [1]; Demolition-12 [1]; Electronics Operation (Security Systems)-13

[2]; Escape-12 [1]; Fast-Draw (Pistol)-15 [1]; Fast-Talk-12 [4]; Free Fall-14 [2]; Guns (Pistol)-18 [4]*; Guns (Tangler)-16 [1]*; Holdout-14 [4]; Interrogation-13 [2]; Intimidation-13 [2]; Law-11 [1]; Lockpicking-12 [1]; Piloting (Contragrav)-13 [1]; Research-13 [2]; Savoir-Faire-11 [1]; Stealth-15 [4]; Streetwise-15 [6]; Survival (Urban)-11 [1/2]; Swimming-14 [1]; Tactics-13 [4]; Vacc Suit-13 [2].

* Includes +2 for IQ.

Languages: Galanglic (native)-13 [0]; Vegan-11 [1/2].

Equipment: Renzo prefers the pair of customized, gold-plated 9mm auto pistols he wears on either hip. He generally wears combat infantry dress (p. UT73) and keeps a tangler handy for when he's forced to take down a target peacefully.

Quote: "I don't wanna talk about it."

Renzo's Story

Rumors have it that Renzo was once a top SolSec agent, but stepped on the wrong political toes and became an enemy of the state. He fled the Solomani Sphere four years ago and hasn't been back since. He makes a good living as a bounty hunter, working alone most of the time. He is amiable enough to the heroes, but will not become a permanent ally. He is quiet about his past, becoming angry if pushed.

EMPLOYERS AND OTHER AGENCIES

The *Traveller* universe is vast, and many organizations exist to help bounty hunters. GMs can adapt the following to their campaign or use them as models for creating organizations of their own.

RIM-CORE RETRIEVAL 0 POINTS

With offices scattered throughout the Imperium, Rim-Core Retrieval specializes in providing information on bounties, contracts, and repossessions. Each local office specializes in contracts within that sector, though the complete databases are updated occasionally via Xboat communication.

Anyone with an Imperial license is allowed to search the Rim-Core archives at the rate of Cr200 per hour. In game terms, PCs can make one Research roll per hour to come up with a list of bounties that meet their parameters (distance,

value, type of bounty, etc.). Each additional parameter beyond the first gives a -1 penalty to the Research roll.

Additional data on a particular bounty is often available for an additional fee. Information on any given target (last known location, communication records, known associates, etc.) may or may not be available at the GM's discretion. A Cr500 fee is paid up front for a detailed search. Once the information is compiled and collated (which takes about an hour), a complete report is provided to the hunter. The GM should use this as an opportunity to provide clues to the players to point them in the right direction.

THE REGINA FREE RANGERS 15 POINTS

The Free Rangers is the best bounty-hunting organization in the Spinward Marches. Membership is by invitation only. In order to be extended an invitation, a bounty hunter must be Imperially licensed and have a Reputation of +2 or more. The Rangers take a base 10% of each member's successful bounties, payable within 90 days; failure to pay within 180 days results in expulsion from the organization. In addition to the fee, membership in the Rangers is a 15-point advantage.

Members are given access to an extensive database of information on bounties and contracts (as per Rim-Core Retrieval, above); such information is limited to contracts within the Spinward Marches. Additionally, membership includes the following:

Reputation: Regina Free Rangers are known for excellent work and high ethics. Membership in the Rangers gives a +1 Reputation to civilians and law enforcement personnel in the Marches. However, it gives a -1 Reputation among rival bounty hunters who look upon Rangers as cliquish and arrogant. *Net cost: 0 points.*

Claim to Hospitality: There are a number of guild houses scattered throughout the Spinward Marches where a hunter can seek refuge or aid. Basic weapons, equipment, and ammunition are available at each location for standard fees. *5 points.*

Patron: The Free Rangers acts as a Patron to its members. Abuse of this privilege may result in revocation of membership. *Available on a 9 or less; 15 points.*

Duty: Each Ranger is expected to come to the aid of the organization or other Rangers when asked. *Called to duty on a 9 or less; -5 points.*

Free Rangers are forbidden to engage in illegal activities. Anyone caught doing so will be expelled from the organization and, when feasible, turned over to appropriate authorities.

ANTARES RECOVERY 0 POINTS

Antares Recovery specializes in repossessing past-due or stolen ships, and maintains a highly skilled staff of researchers and field specialists. A fleet of fast (Jump-4) 100-ton transports delivers field agents almost anywhere, making repossession quick and efficient.

Those who work for AR can use the Repo Man template (pp. 19-20) to create a suitable character. Field agents specialize in combat and ship operations, since tracking the ship is done by AR researchers. At times, however, field agents' intelligence is faulty and they have to do some leg-work themselves. Employees are salaried (Cr50,000 a year) and given a per-contract bonus (Cr5,000 to Cr25,000, depending on the value of the vessel and the difficulty of the operation). Basic expenses (food, lodging, medical, travel) are covered by an expense account.

AR field agents work in teams of three or more.

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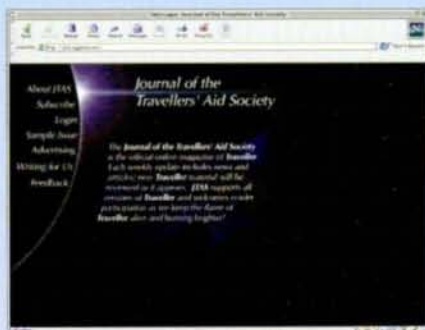
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