

Ten Cepheus Engine Characters

Formats:

[Character Name, with rank and/or noble title, if appropriate] [Character UPP] Age
[Character Age]
[Character Careers, with terms listed in parentheses] Cr[Character Funds]
[Character Skill List, in alphabetical order, with skill levels listed after skill names]
[Species Traits, if not human; optional]
[Character Equipment, if available; list only significant property]

or

Strength
Dexterity
Endurance
Intelligence
Education
Social Standing

Career and terms, Age

Skills

Credits

Equipment

Notes

1. Skänder Prifti

Strength 6

Dexterity 7

Endurance 7

Intelligence A (+1)

Education 3 (-1)

Social Standing 2 (-2)

Merchant Fourth Officer 3 terms, Drifter 1 term; Age 34

Skills

Homeworld: Melee 0, Streetwise 0; Career: Steward 1, Comms 0, Engineer 1, Gun Combat 0, Melee 0, Broker 0, Vehicle 0, JoT 1, Pilot 1, Gun Combat 1, Recon 0, Streetwise 1, Bribery 1

Credits

1,000

Equipment

Weapon, 2x Low Passages

Notes

2. Fidan Guliyev

Strength 7

Dexterity A (+1)

Endurance 8

Intelligence 8

Education 4 (-1)

Social Standing 5 (-1)

Rogue Underboss 5 terms, Age 38

Skills

Homeworld: Gun Combat 0, Computer 0; Career: Streetwise 1, Gun Combat 1, Mechanics 2, Gun Combat 0, Melee 0, Recon 2, Vehicle 0, Melee 2, Bribery 1

Credits

40,000; Retirement 10,000/year

Equipment

High Passage, Low Passage

Notes

3. Souleymane Opeyemi

Strength 8

Dexterity C (+2)

Endurance B (+1)

Intelligence B (+1)

Education A (+1)

Social Standing 6

Aerospace System Defense Wing Commander 5 terms, Age 38

Skills

Homeworld: Gun Combat 0, Electronics 0, Zero G 0, Computer 0; Career: Aircraft 1, Electronics 1, Gun Combat 0, Gunnery 0, Melee 0, Survival 0, Aircraft 0, Tactics 1, Recon 1, Gunnery 3, Leadership 1, Gun Combat 2

Credits

30,000; 10,000/year retirement

Equipment

Passage, Weapon

Notes

Tried for Scout, failed; Draft, Aerospace System Defense

4. Even Rasmussen

Strength 7

Dexterity 9 (+1)

Endurance 6

Intelligence 7

Education 4 (-1)

Social Standing 2 (-2)

Pirate Lieutenant 4 terms, Age 34

Skills

Homeworld: Gun Combat 0, Survival 0; Career: Streetwise 2, Electronics 0, Gun Combat 0, Melee 0, Recon 0, Vehicle 0, Gunnery 1, Gambling 1, Zero G 1, Pilot 1, Melee 1, Comms 1

Credits

0

Equipment

none

Notes

Dishonorably Discharged, lost all benefits

5. Deepti Chaudhary

Strength 5 (-1)
Dexterity C (+2)
Endurance 6
Intelligence 9 (+1)
Education 7
Social Standing 5 (-1)

Belter 1 term, Navy Starman 3 terms, Age 34

Skills

Homeworld: Gun Combat 0, Animals 0, Engineer 0; Career: Comms 1, Demolitions 0, Gun Combat 0, Gunnery 0, Prospecting 1, Pilot 0, Vehicle 2, Zero G 2, Melee 0, Gun Combat 1

Credits

1,000

Equipment

High Passage

Notes

Drafted into Navy, 2nd term

6. Drag Radu

Strength 6

Dexterity 6

Endurance 4 (-1)

Intelligence 8

Education 9 (+1)

Social Standing 4 (-1)

Merchant Fourth Officer 5 terms, Age 38

Skills

Homeworld: Gun Combat 0, Animals 0, Streetwise 0; Career: Comms 1, Engineer 1, Gun Combat 0, Melee 0, Broker 0, Vehicle 0, Steward 1, Carousing 1, Navigation 2, JoT 1, Gunnery 1

Credits

10,000/year retirement, 40,000

Equipment

Low Passage, High Passage

Notes

7. Nail Marangoz

Strength 9 (+1)

Dexterity 6

Endurance 9 (+1)

Intelligence A (+1)

Education 7

Social Standing 4 (-1)

Mercenary Captain 1 term, Scout 3 term, Age 34

Skills

Homeworld: Melee 0, Computer 0, Streetwise 0; Career: Comms 0, Mech 0, Gun Combat 0, Melee 0, Gambling 1, Battle Dress 0, Gun Combat 1, Melee 1, Electronics 0, Pilot 1, JoT 1, Gunnery 1, Medic 1, Recon 1, Demolitions 1

Credits

15,000

Equipment

Low Passage, High Passage

Notes

Drafted into Scouts 2nd term

8. Islay Kinnaird

Strength 7

Dexterity 5 (-1)

Endurance 9 (+1)

Intelligence 7

Education 9 (+1)

Social Standing 9 (+1)

Marine Trooper 1 term, Drifter 3 terms; Age 34

Skills

Homeworld: Gun Combat 0, Survival 0, Broker 0, Admin 0; Career: Comms 0, Demo 0, Gun Combat 0, Gunnery 0, Melee 0, Battle Dress 0, Zero G 1, Advocate 1, Mech 0, Engineer 1, Medic 2, Computer 1, Liaison 2

Credits

10,000 – debt = 0

Equipment

2x Passages, Weapon

Notes

Applied Marines, denied; drafted into Marines, mishap (non-survival): Honorably discharged from the service after a long legal battle. Legal issues create a debt of Cr10,000. Tries for Bureaucrat, fails. Makes Drifter

9. Alya

Strength 6

Dexterity 9 (+1)

Endurance 8

Intelligence 7

Education 6

Social Standing B (+1)

Maritime Defense Sailor 1 term, Drifter 2 terms; Age 30

Skills

Homeworld: Gun Combat 0, Computer 0, Streetwise 0; Career: Mech 0, Gun Combat 0, Gunnery 0, Melee 0, Survival 0, Watercraft 1, Bribery 1, Recon 1, Streetwise 1, Melee 1

Credits

5,000

Equipment

Notes

Tries for Noble, fails; drafted into Maritime System Defense (Planetary Navy), mishap 1st term, honorably discharged from the service. Tries for Entertainer, fails, becomes Drifter.

10. Marek Millerovo

Strength 7

Dexterity 9 (+1)

Endurance C (+2)

Intelligence 6

Education B (+1)

Social Standing 8

Surface Defense Lt Colonel 3 terms, Age 30

Skills

Homeworld: Gun Combat, Streetwise 0, Broker 0, Social Sciences 0; Career: Mech 0, Gun Combat 0, Gunnery 0, Gun Combat 2, Melee 0, Recon 1, Battle Dress 0, Vehicle 1, Tactics 2, Leadership 1, Medic 1

Credits

50,000

Equipment

Weapon

Notes