

**Name:** Captain Quincy Adamska

**Player:**

**Appearance:**

**Personal Goal:**

???

**Personality:** Hard drinking

**Background:**

An orphan. Was arrested by the Federation for personal-future killing of own father (just after having been born in personal timeline). Escaped custody, but lacks sufficient details of the event to reliably prevent it. Often drinks to excess as a coping mechanism.

**Story Points:** 7

**Equipment:** Universal Translator  
Sidearm

Cyberleg Gadget (2 Story):

Resourceful (Swiss Army Leg) -- get tools at need.

Scanner -- detect various tech or life forms.

**Home Tech Level:** 9

**Attributes:**

Awareness: 4

Coordination: 5

Ingenuity: 4

Presence: 5

Resolve: 2

Strength: 3

**Skills:**

Athletics: 3

Convince: 2

Craft: 0

Fighting: 2

Knowledge: 1

Marksman: 4 (6: trick shot)

Medicine: 0

Science: 0

Subterfuge: 3

Survival: 1

Technology: 2

Transport: 1

**Traits:**

Brave

Cyborg (Minor): Leg

Experienced

Friends (minor)

Quick reflexes

Tough

Voice of authority

Adversary (minor):

Wanted by law enforcement.

**Brave:** The Brave Trait provides a +2 bonus to any Resolve roll when the character could get scared or need to show their courage.

**Cyborg:** At the lowest level, the cybernetic parts of the character are obvious. They can be hidden, but they will have to be careful. The Cyborg Trait allows the character to have a permanent Gadget (which must be purchased separately) that will not run out of power or get lost.

**Friends (minor):** As a Minor Trait, Friends means that they know someone who knows someone - a 'friend of a friend', but the source (and their information) is usually reliable.

**Quick Reflexes:** In a conflict situation, when they haven't been taken completely by surprise, the character is assumed to always go first when acting at the same time as others. They won't always go first in a Round, but if two or more people are acting in a single phase (such as Talkers, Runners, etc.), the person with Quick Reflexes goes first.

**Tough:** The Tough Trait reduces the amount of injury a character sustains if wounded during the course of the adventure. Tough reduces the amount of damage that would normally be deducted from the character's Attributes by 2. This is after any other effects, such as armour, are taken into account.

**Voice of Authority:** This is a Minor Trait and provides the character with a +2 bonus to Presence and Convince rolls to try to get people to do as you like or to gain their trust. The Gamemaster may modify this to suit the situation.

**Adversary (minor):** Adversary can be a Minor or a Major Bad Trait depending upon the power and frequency of the Adversary's appearance. UFP Law Enforcement is minor in this case, because if the rebels are caught then far worse stuff is going down than one possible murder charge about someone's own pappa.

**Experienced:** : Experienced is a Special Good Trait that costs Story Points rather than Character Points. The Story Points spent to purchase this Trait reduce the maximum Story Point pool for the character. Experienced costs 3 Story Point to purchase, and provides the character with an additional 2 Character Points and 2 Skill Points.