

# Introduction

Denizens II was created to give another resource to game masters and players alike. Denizens II contains several detail characters that can be used for either player characters, for those times when you really don't want to waste time creating a character, or a particularly interesting non-player character (NPC).

Each character description contains not only game stats but, historical information, insights into what motivates them, any special equipment and skills they may possess, as well as color illustrations of each character. Feel free to add to the characters or remove things to make them fit into your campaign.

All of these character went through the creation process outlined in the Mongoose Traveller Core Rule Book, Book 2: High Guard, and/or Book 3: Scouts. Please reference these books for skill and standard equipment descriptions.

This book is divided into four sections; Characters, Systems Data, Library Data, and Ships. They are described below.

Character section contains the character's stats, skills, possessions, history, and illustrations. The possession section was left general to allow more flexibility when bringing the character into your campaign. When a cash amount is shown it is meant to be the total value of possessions the character owns.

Systems Data section refers to the planetary systems in the subsector of the Foreven Sector. This data contains the standard Traveller system data, as well as a more detailed description of the planets and celestial bodies contained within each parsec. Points of interest will also be detailed.

Library Data section contains any data that may be newly introduced during the character histories. You will find that a few entries from Denizen I have been repeated here. The main reason for this is that they have been expanded upon. Please feel free to use these in your campaign and to expand upon them. If you do please send me an email explaining how you expanded the data. I would love to hear what you have done.

The Ship section is always a must when compiling a supplement. If a character is in possession of a ship or has access to one and it is outside the standard ships already provided by previous books, it will be here. Denizens II plans to stay true to the current form by supplying not only the stats for the ships but deck plans as well. Where possible, a description of the interior will also be provided. This section will also house any bases, towns, starports, buildings, etc., that may be of importance or has been specifically mentioned in either of the three previous sections. A little disclaimer here: It does not mean that every building, port, town, etc., will be provided just the ones that state they are included.

Please enjoy the characters, use them, abuse them, and report on them. We want to know what they are getting into. We hope that this book encourages others to use and build upon the Foreven Sector. Keep your eyes peeled for more products based in the Foreven Sector from K Studio.

Enjoy.

# Characters

Name: Frit Ghazil

Age: 34

Race: Human

Sex: Male

Career: Entertainer/Merchant/Pirate

Terms: 1/1/2

Eyes: Brown

Handed: Right

Height: 182.88 cm (72 inches)

Weight: 77.11 kg (170 pounds)

Parental Occupations:

Mom: Master Dance Instructor

Father: Entertainment Agent

Str 10, Dex 13, End 8, Int 9, Edu 8, Soc 10

Skills:

Engineering (Jump Drive) - 3, Carouse -1, Astrogation  
2, Art (Dance) - 1, Art (Instrument) - 2, Persuade -1,  
Gun Combat (Laser Pistol) - 1, Melee (unarmed) -1, Melee (Blade) - 1, Pilot - 1, Gun Combat (Slug Rifle) - 0,  
Tactics (Naval) - 1

Equipment: Laser Pistol, Dagger, Cloth Armour, Reflec Armour, 80,000 credits

Every ship should have a Frit Ghazil, funny, cheerful, hardworking and indomitable. He is a high-level drive technician, a graduate of Luh Denebola Prime's Technical Institute with a double masters in computerized astrogation systems and jump drive engineering. A child of a master dance instructor mother and a father who was an entertainment agent, he grew up in show business. He was a thin and wispy child (though the years have filled him out a bit) who was always the center of attention. Despite this, he was also a bibliophile who had a fascination for machinery and computers. Rumor has it that he can smell the age of a book. His many voyages with his parents and their clients as they went on tour introduced him to the different cultures and ports of the galactic empires and fed his curiosity about space travel.

His looks are striking, with angular features, large brown eyes and dark sometimes curly hair that hangs to below his shoulder. He is tall and walks with a grace and poise that comes from being around dancers in his early life. Aside from the jokes he likes to tell, he is an expert with the hand held drum (dumbek), and the flat skin drum (duff). He has been accompanying dancers with his playing since he was a child. He speaks multiple languages, and is an expert maker of sweets and pastries. His love of rare gems and fine clothing is legendary.

He is a former free trader, that brand of voyager who belongs to the Galactic free traders union. He has been an astrogator on most of the major civilian vessels. During a crisis at the Aslan Border, he was pressed into service when the armed escort assigned to his trading fleet was hit, losing its astrogator and half the command structure. He had been aboard the escort being trained on the new jump drive. He immediately was taken to the bridge to take over the astrogation position.



---

He safely piloted the damaged ship out of the system and coordinated defensive actions during that flight, for which he was made an honorary inductee into the naval order of combat navigators. His close contacts with the navy that followed were instrumental in getting him involved in the anti-Zhodani privateers that he currently serves with. While there is currently a tentative truce between the HCS and the Zhodani, the privateers are still covertly chartered to harass the Zhodani and keep tabs on their whereabouts. As a navigator and tech expert he is a fully franchised member of the privateers command structure.

In ship board combat he prefers a combination of hand held blaster and sword. He is marginally effective with the rifle, but his shortsightedness makes him of limited use without a scope. He has long legs so his ability to run and walk quickly is good, but offset by a lack of consistent conditioning. He uses kicks in melee combat due to his reach and carries a dagger to compensate for his inability to operate at close range.

He feels the Zhodani are a serious threat to humanity on principle. This also happens to be a convenient justification for targeting civilian ships, and piracy in general. His cat and mouse game with the Zhodani outposts and ships suits his sense of drama and adventure. He has a flare for the dramatic and likes to imagine himself as an old earth swashbuckler. His main motivation in life is to seek adventure and dramatic moments to enhance his romantic reputation. He is always with an attractive younger lady in port, if not two.

“I’m not a pirate I’m a naval entrepreneur, and those Zhodani simply can’t be trusted. Someone has to keep tabs on them and besides, I don’t ask a dime from the taxpayers.”

Sample file

Name: Fornha “Da Bomb” Reigns

Age: 34

Race: Human

Sex: Female

Career: Marine

Terms: 4

Eyes: Blue

Handed: Ambi

Height: 167.64 cm (66 inches)

Weight: 58.97 kg (130 pounds)

Parental Occupations:

Mom: Population Control Consultant

Father: Hydroponics Technician

Str 7, Dex 8, End 13, Int 6, Edu 8, Soc 8

Skills:

Battledress - 1, Computer - 1, Slug Rifle - 2, Slug Pistol - 1, Recon -1, Explosives - 3, Leadership - 1, Zero - G - 1, Vacc Suit - 2, Tactics (Military) - 1, Melee (Unarmed) - 1

Equipment:

Traveller’s Aid Society Membership, Combat Armour (TL 12), Guass Rifle, and 60,000 credits

Given the male domination of this occupational specialty, Fornha has the distinction of being one of only a handful of female Explosives Ordnance Disposal (EOD) and demolitions experts that is qualified to deal with nuclear level explosives in the Imperial Marines in her sector. The fact that she is one of the best is even more remarkable.

She was raised on a mobile space mining conglomerate that operated out of converted hollowed out asteroids, outfitted with huge and incredibly expensive jump drives. Her family was integral to the operation of the ship with a perpetual charter from a royal family. They operate in the fringes of the Imperium. As new worlds are cleared for colonization they arrive and help in the initial building of infrastructure and development of resources. They are well paid for their work and have amassed enough wealth to operate as a near independent fiefdom with their own security forces and scientific divisions. They also have an agreement with several major noble houses that any aggression against them will result in overwhelming retaliation since they are responsible for the rapid accumulation of wealth by more than one notable noble family.

She made the rank of captain when she completed a tour of duty in counter-terrorism unit, defusing nuclear warheads, dirty bombs, and taking part in direct action raids on orbital platforms that had been space jacked. She felt that given the risks of this business and the poor quality of recruits that seemed to be sent to EOD during periods of drawdown she would be better off in the private sector working on mining operations, like the one she grew up on.

Part of her expertise comes from the fact that demolitions of all types including fusion devices are part of routine operations on the asteroid ships. She has been studying demolitions and space mining since her childhood and has been deploying and defusing demolitions since her early teen years. Her confidence and ability with them unnerves her peers, inspires her subordinates, and sets employers and superiors competing for her contracts. She is a stickler and a control freak, micromanaging everything down to the last detail. She is quick to fire anyone who



---

doesn't meet her standards. She is extremely difficult to work with, and makes no apology for it. She is also the possessor of a complete set of limbs, fingers and toes, a rarity for someone who has done this for 16 years.

She usually only chooses to work for crews that are comprised of retired or honorably discharged vets of EOD or civilian contractors with more than six years of deep space operations. She feels this is her best chance of continuing her flawless record. She doesn't have time to take on the task of teaching someone how to do this.

Given her on the job persona, it would seem logical that she has a conservative social and personal life. However, she is gregarious with her close associates. She enjoys entertaining, cooking, and putting on parties where drink flows freely. Perhaps as a release from the need to be in control, at the end of a big job she spends a few days drinking and carousing at a port of call. She also has an appetite for the finest clothes and jewelry.

"Just because a girl spends her time on a ship blowing stuff up doesn't mean she can't look good and go shopping."

"If you don't pay attention to protocol even the Zhodani won't be able to tell who you were, once your atoms get blasted across space."

Sample file

# System Data

