

Ginger Thecos

Female of 25 years, 6'0" 143 lbs, red hair, green eyes, lithe build

ST 12 [20] HP 10
DX 13 [60] Will 14
IN 14 [80] Perc 14
HT 12 [20] FP 10

Artificer 3 [30]
Beautiful [12]*
Computer Implant [7]
Corporate Rank 1 [5] Ensign, Engineering
Eidetic Memory [5]
Empathy [15]
Energizer [1]
Gadgeteer [25]
Gizmo 1 [5]
Less Sleep 2 [4]*
Light Menses [0]*
Longevity [2]*
Looks Good in Uniform [1]
On Alert [1]
Radiation Tolerance 2 [5]
Reproductive Control [1]*
Resistant to Disease (+3) [3]*
Status +1
Wealthy 5x [20]
Wireless Neural Interface [17]



Code of Honor [-5]** Professional, engineers

Curious [-5]** Ginger has a natural curiosity about how things work, and how to make them better.

Delusion [-5]** Ginger believes she is not pretty.

Duty [-15] Employee of RI, almost all the time <15

Enemy [-20] One person 150%, <9, Johan Vejac

Naive [-5]** A lesser form of gullible, due more to a lack of social experience

Overconfident [-5]** She can make or fix anything!

Sense of Duty, close friends [-5]** Never really had them before, doesn't want to lose them now.

Quirk: Doesn't like beer [-1]

Quirk: Prefers to sit with back to wall/back of room, side of room [-1]

Quirk: Careful [-1]
Quirk: Congenial [-1]
Quirk: Undetermined [-1]

Skills:

Armoury Body Armor IQ/A	17 [1]	
Body Language Per/A	14 [1]	
Chemistry IQ/H	13 [1]	
Computer Op IQ/E	15 [1]	
Computer Programming IQ/H	13 [1]	
Crewman Spacer IQ/E	15 [1]	
Detect Lies Per/H	13 [1]	
Electrician IQ/A	14 [0]	default engineer (electrical)-3
Electronics Operation/All IQ/A	12	[0] default engineer (electronics)-5
Electronics Repair/All IQ/A	15 [0]	default engineer (electronics)-3
Engineer Civil IQ/H	16 [1]	
Engineer Electrical IQ/H	17 [2]	
Engineer Electronics IQ/H	18 [4]	
Engineer Materials IQ/H	16 [1]	
Engineer Microtechnology IQ/H	14 [0]	default mechanic (micromachine)-6
Engineer Starships IQ/H	16 [1]	
First Aid IQ/E	15 [1]	
Games IQ/E	15 [1]	
Hazardous Materials IQ/A	14 [1]	
Hidden Lore (engineer secrets) IQ/A	14 [1]	
Machinist IQ/A	15 [0]	default mechanic (micromachine)-5
Mathematics Applied IQ/H	13 [1]	
Mathematics Pure IQ/H	13 [1]	
Mechanic all others IQ/A	16 [0]	default mechanic (micromachine)-4
Mechanic Microtechnology IQ/A	20 [8]	
Metallurgy IQ/H	13 [1]	
Musical Instr: Guzheng IQ/H	13 [1]	
Physics IQ/H	14 [2]	
Piloting High-Perf Space DX/A	10 [1]	
Research IQ/A		14 [1]
Scrounging Per/E	16 [2]	
Teaching IQ/A	14 [1]	
Weird Science IQ/VH	12 [1]	

Techniques:

Attributes: 120
Advantages: 160

Disadvantages:	-70 (-30 mental/physical)
Skills:	40
Total:	250

Background:

Ginger's parents, Roland and Madeira Thecos were rising stars within RI. Unfortunately for Ginger's social life they were also something of modern day helicopter parents, always trying to guide every choice for Ginger in a clear bid to set her up for success within RI. Ginger attended Regina Isabella's prestigious university on Terra where she found a distinct capability with designing and building just about anything she got her hands on.

While her parents had kept her isolated from social interactions with other children and later even young adults, they did endorse her studies. While she does have the ability to generally tell how people feel, it is more of a subconscious sense than a learned response from socialization, which means that she is often lacking in the experience needed to understand when she is being told a tall tale.

As an engineer, Ginger has a natural and ingrained curiosity about how things work, and how to make them better. While she won't necessarily touch the big red button that says don't touch, she might try to take it apart.

Ginger's parents traveled with her to her first assignment as an ensign in the engineering department on Ithaca. Her mother set up a small trust to provide for what she deemed would be the expected social status expected of a young Thecos.

With the loss of Herakles, Ginger is reeling as her parents were on the last ship scheduled to transit the jump gate.

Ensign Johan Vejac, a self-styled ladies man that doesn't like hearing no. A family with just enough status for him to avoid most legal consequences. During their last year of university, Johan decided that Ginger should be another notch on his belt. Dis-interested, Ginger unfortunately made the mistake of shooting him down in front of his friends. Since then Johan has taken a grudge against Ginger to the extent of having himself posted to the same system. Fortunately, his posting is to Troy.

Appearance:

Ginger is most at home when wearing her vacc suit, which she's modified with a few external pouches for miscellaneous tools and an ever-present roll of vacuum adapted duct tape. Her red hair is often kept shoulder length and pulled back into a ponytail.

Design Notes:

Genetic Upgrade Omega (Bio-Tech 66)

Tiny Computer (TL 9) (Ultra-tech 22) 51 TB storage, complexity 5, \$25675 .2 lbs, 2A/20 hr LC3, +3 resist; Genius x500, Hardened x2, high-capacity x1.5, quantum x10, Data storage +50 TB

Datapad (TL9) \$10, .05 lbs 2A/20 hr LC4

Reflex Vacc Suit DR 20/10*, \$12,000, 30 lbs, 2C/24 hr, LC 2

Visored Space Helmet (TL9-12): An enclosed helmet with a transparent faceplate. This incorporates a small radio (p. 44), an infrared visor (p. 61), and hearing protection (p. 171). DR 20/15, \$2000, 4 lbs, B/24 hr, LC 3

Computer Implant (TL9)

This is a computer implanted in the recipient's head and controlled through its own direct neural interface. It takes only a thought to call up a file or access a database. Data scrolls across the periphery of the user's vision, and he hears the computer as a voice in his head.

The implant includes an optical-recognition feature using the user's eyes and ears as sensors. It can speed-read documents, for example, and store them in its database. (It takes normal time to read them later, though one could ask the computer to provide a synopsis).

The interface can also run "virtual tutor" (p. 56) augmented reality programs that not only talk but show how to do things by overlaying instructions on the user's visual field. Although several programs could theoretically be run at once, the user can only focus on one at a time. A computer

implant is most useful with an implanted communicator.

The recovery time represents the amount of time needed to master the computer's functions.

Computer Implant (TL9) The user should also have a neural jack (p. 217) or implant radio (p. 211). Statistics: Accessory (Tiny computer) [1]; Photographic Memory (Temporary Disadvantage, Electrical, -20%; Recorded data only, -20%) [6]. 7 points. Availability: Major procedure (minor at TL10-12). \$4,000 + the cost of a tiny computer (p. 22) with the compact option. LC4.

Wireless Neural Interface (TL9)

This is a wireless neural interface radio with a one-mile range. It can also function as a radio communicator. Statistics: Radio (Reduced Range, ¥1/10, -30%; Secure, +20%; Sensie, +80%) [17]. 17 points. Accessibility: Major procedure (minor at TL10-12). \$5,000. LC3.

Starting Wealth: Base 30k (150k)

Looks Good in Uniform: (Power Ups 2, 14) This is a highly specialized version of Fashion Sense (p. B21). When wearing your legitimate service uniform (military, police, etc.) for official purposes, others react to you at +1. You can't dress others or claim a bonus under any other circumstances.

Energizer*: Your battery-operated gear gets fresh cells or a recharge between action scenes.

On Alert: You always have full kit packed and ready to go in the event of emergency. This doesn't mean you react faster (get Combat Reflexes for that) – it just means always being able to scoop up all your gear without wasting valuable time.

Artificer

10 points/level

Armoury, Carpentry, Electrician, Electronics Repair, Engineer, Machinist, Masonry, Mechanic, and Smith.

Reaction Bonus: Anyone for whom you do work.

Alternative Benefit: Success with an appropriate skill listed for this Talent lets you improvise equipment for other skills that's good enough to cut -1/level from the penalty for being improvised (p. B345). When rolling on the Enigmatic Device Table (pp. B478-479) or making any similar unskilled roll to figure out tech, apply +1/level instead.

Alternative Cost: 9 points/level.

Source: GURPS Basic Set.