

Jahn Rax - Archaeologist - Perpetual Traveller PC

S: 3 (-1) D: 6 E: 7 I: C (+2) Ed: A (+1) SS:8	Scientist, 4 terms, Rank 3, age 34 Term 1. Advances to Rank 1. Science-2. Event 6 - Elect-1 Term 2. No advancement. Elect-1. Event +1 benefit roll Term 3. Adv R2. Elect-Comp-1, Science 1, Event 7 - Rival Term 4. Adv R3. Investigate-1, Electronics-1, Event - no effect Aging: -1 STR, -1 DX, -2 END	Musters out: 100,000cr 20,000 cr 60,000 cr +1 Int +1 SS +1 Int
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Skills Science-2 Archaeology Science-1 History Electronics-2 Remote Ops Electronics-1 Sensors Electronics-2 Computer Investigate-1	Service Skills Flyer-0 Diplomat-0 Medic-0	Background Skills Drive-0 Vacc Suit-0 Carouse-0 Admin-0
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Gear Auto Pistol w 2 clips (220) Blade: 2d6 (100cr) Cloth armor - TL10 - looks like normal clothing (500cr) Mobile Comm - TL10 - Comp/1 (500cr) Binoculars - TL12 (3500cr) Densitometer (20,000cr) Filter Mask (100cr) Archaeology Toolkit (2000cr)	Credits 153,280
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Perpetual Traveller Improvement Record

Improvement Points Earned: 3	Improvement Points Spent:3
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Improvement	Cost
+1 Dex (from 5 to 6, getting rid of the negative modifier)	1
Increase to Electronics: Computer-2	2

Sessions

North Texas RPG Con, 6/9/26, 1pm, Greg Caires, 3 IP.