

Bishop "Hunter" Williams

A Mercenary Breed pre-generated character by David Pierson

BACKGROUND

Bishop grew up on the jungle planet of Metztl where his family still resides. His father works in the mines and his mother provides cleaning services for the corporation elite who reside planet side. Bishop's parents struggle caring for his gravely ill sister Natalia, so he sends half of his earnings home to assist with her care.

At 13, Bishop joined the Theta Settlement Rangers (TSR), whose sole purpose is to track and hunt the large jungle beasts that plague the mining settlements. It was as a Settlement Ranger in which Bishop honed his tracking and rifle skills. For several years, the Theta mining settlement was ravaged by the largest Tecuani the settlement had ever known. Many rangers had lost their lives to this creature and Bishop's unit was charged with hunting it down.

At the age of 20, Bishop lead his small unit of 5 rangers on the hunt for this creature after it had recently killed 15 miners. The difficulty lie in that Tecuani have the ability to blend with their surroundings. Bishop tacked the Tecuani deep into the jungle for 3 days until he and his unit happened upon its lair. Bones, fur and torn cloth were scattered all over the area. As they spread out and

silently approached, Bishop felt they were being watched ("clever girl") and Bishop was able to spot the creature lying in wait to pounce on one of his team members. Lining up the shot, Bishop was able to kill the creature with one shot as it sprang from the bushes at his teammate.

With this celebrated kill, Bishop was promoted to Head Settlement Ranger, planning and leading expeditions deep into the wild. As his planet side renown continued to grow, corporation mercenary forces took note and quickly "hired" Bishop away from settlement life to hunt and protect amongst the stars based on the promise that one day, the corporation would help cure his gravely ill sister.

CHARACTERISTICS

Bishop is meticulous with his planning prior to an expedition, ever cautious and arranging for multiple situations. Past experience has lead to a sense of overconfidence that he will never fail in a mission and will not back down from any challenge. Bishop is overly loyal to his beliefs and teammates, and will continue to fight no matter the odds to ensure no one is left behind.

BISHOP "HUNTER" WILLIAMS

(NOVICE)

Male Gemini

Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Pace: 6 **Parry:** 5 **Toughness:** 5

Charisma: 0

Skills

Fighting d6, Notice d6, Shooting d8, Stealth d8, Throwing d8, Tracking d6

Gear

Armor: Kevlar Vest (+2/+4, Negates 4 AP, Torso)

Weapons: Laser Pistol, Laser Rifle, Survival Knife

Equipment: Laser Battery (4), Backpack, Flashlight, Grappling Hook, Rope (50'), Handheld Computer

Characteristics

Edges: Alertness, Quick Draw

Hindrances: Overconfident (Major), Loyal (Minor), Cautious (Minor)

Advancements

1. Agility d10
2. Shooting d10, Throwing d10
3. Danger Sense
4. Survival d4
5. Smarts d8
6. Notice d8, Tracking d8
7. Marksman
8. Survival d8
9. Woodsman
10. Fighting d8, Stealth d10
11. Giant Killer
12. Rock and Roll!
13. Steady Hands
14. Trademark Weapon
15. Dead Shot
16. Agility d12
17. Shooting d12, Throwing d12
18. Two-Fisted
19. Level Headed
20. No Mercy

