

Personal Connections

Family & Close Friends

Spouse / Ex-Spouse (Only if married or previously married)
Child(ren) (Natural, Step, Foster, Adopted, Grand)
Parent(s) (Mother or Father) (Natural, Step, Foster, Adopted, Grand)
Sibling(s) (Brother or Sister) (Natural, Step, Foster, Adopted)
Aunt(s) (Mother's Side or Father's Side)
Uncle(s) (Mother's Side or Father's Side)
Cousin(s)
Close Childhood Friend (Current Sidekick)

High Level Professional Contacts

Black Market Contact
Weapons Contact
Electronics Contact
Computer Systems Contact
Private Investigator Contact
Police Contact
Imperial Noble Contact
Imperial Secret Service Contact
Naval Intelligence Contact
Military Intelligence Contact
Cartel Contact
Ministry of Justice Contact
Ministry of Defense Contact
Ministry of Security Contact
Imperial Secret Service Contact
Imperial Prosecutor Contact
Corporate Executive Contact
Investigative Journalist Contact
Brotherhood Contact
Noble Contact
Diplomatic Contact
Judicial Contact
Mercenary Contact
Bounty Hunter Contact
Solomani Contact
Aslan Noble Contact
Vargr Noble Contact
Zhodani Operative Contact
Zhodani Noble Contact
Major Terrorist Leader Contact
Imperial Starport Authority Contact
Mega Corporation CEO Contact
Guild or Union Boss Contact
Major Celebrity / Media Personality / Movie Star Contact
Master Psionist Contact
Imperial Royal Contact
Prominent Scientist Contact

Trusted Mentor

A master, professor, former colleague or close personal advisor

Patron

A high level employer

Hired Servant(s)

Body Guard, Personal Advisor, Administrative Assistant, Hairstylist-Makeup Artist, Fashion Coordinator, Publicist, Chauffeur, Masseuse, Chef, Attorney, Financial Planner, Fitness Trainer, Nurse or Physician.

Service Robot or Android

At TL 8+ robots are functional machines built in a variety of shape and sizes, some being built into human form, but they will never pass as a human. They have computer brains and can be programmed with a variety of skills, memories and responses. They may have limited personalities. They will obey the orders given by their owner, or anyone with proper authority (i.e., programmer, police, military). They also contain the three basic laws of robotics hard-wired into their memory.

At TL 13+ androids are built to actually look and function like a human. They have human facial and body features but a person would be able to tell them apart from a real human. They have a n advanced positronic matrix processor capable of projecting a unique personality along with advanced heuristic learning capabilities. At higher tech levels some androids are actually considered to be sentient, but all societies recognizes them as personal property under the law. They also contain the three basic laws of robotics integrated into their processing matrix.

Companion Pet

At TL 9+ pet companions are genetically bred for superior physical traits, higher intelligence and conditioned to be compatible with human owners. The GM may also allow a Player to define a unique creature as a companion.

Dog (Specify Breed) (Toy or Full Size)

Cat (Specify Breed)

Primate (Specify Type) (i.e., Toy Gorilla, Chimpanzee)

Rodent (Specify Type) (i.e., Mouse, Squirrel, Mongoose, Ferret, Raccoon)

Bird (Specify Type) (i.e., Penguin, Parrot, Falcon, Goose, Songbird)

Monkey (Specify Type) (i.e., Toy, Spider, Squirrel)

Lizard (Specify Type) (i.e., Iguana, Gecko)

Seal (Specify Type)

Insect (Unique) (i.e., Praying Mantis, Beetle)

Working Animal

Dog (Specify Breed) (Detection (Drugs / Explosives / Cancer), Attack-Sentry, Hunting-Tracking, Herding, Team (Dog Sled))

Unique Animal (to be defined)

Mount Animal

The size and nature is important if the animal is to be brought aboard a starship for transport.

Unique Animal (Pack, Team, Flying or Riding)

Horse (Specify Breed) (Pack, Riding or Team)

Camel (Specify Breed) (Pack or Riding)