

Hijack

Hiram "Hijack" Jackson

EARTH

Brawling:	Cm(0)(6)	Reputation:	Gd(+1)(10)
Agility:	Gd(+1)(10)		
Strength:	Cm(0)(6)	Health Points:	28
Endurance:	Cm(0)(6)		
Willpower:	Cm(0)(6)	Story Points:	28
Intelligence:	Cm(0)(6)		
Perception:	Cm(0)(6)		
Resourcefulness:	Gd(+1)(10)		

Gear

"The Tiajuana Iguana" Alien-Modified Seaplane

Price: Ph(+5)(40)

Structural Subsystem

Price: Gd(+1)(10)

- Material: Gd(+1)(10), aluminum, glass, and wood.
- Seats: 4, cover

Power/Propulsion Subsystem

Price: Ph(+5)(40)

- Power Source: Cm(0)(6), 6 days of operation
The plane's wings are covered in an alien analog to terrestrial solar cells, only much more efficient; they can recharge the electric engine in six hours, and the engine can charge up small electronic devices.
- Speed - Air: Ph(+5)(40), 480 kph (300 mph)
- Speed - Water: Dr(-3)(1), 12 kph (7.5 mph)

Communications/Sensors Subsystem

Price: Gr(+2)(15)

- Signal Range - Radio: Gd(+1)(10) 20 km (7.5 mi)
- Radar: Gd(+1)(10)

Skills

Language: English (US), Spanish (Guatemalan).

Negotiations: (+1) bonus in social situations.

Culture/Customs: Guatemalan Maya.

Acrobatics: (+1) bonus when defending in combat.

Unarmed Combat: (+1) bonus to Brawling when unarmed.

Mechanic: (+1) bonus to repair gear.

Navigation: (+1) bonus to Intelligence.

Vehicle: Prop Plane, Jet Plane, Helicopter, Motorboat.

Contacts

John "Blue" Bloughmont: Gd

Proprietor of the Blue Baboon and part owner of Aero Iguana.

Carlos Villareal / Seven Jaguar: Cm

Astronomer and Shaman.

Charlie "The Leprechaun" O'Hara: Gd

Helicopter pilot for Swamp Hopper Choppers.

"Spaceman": Pr

Pilot for Rainbow Wing Couriers.

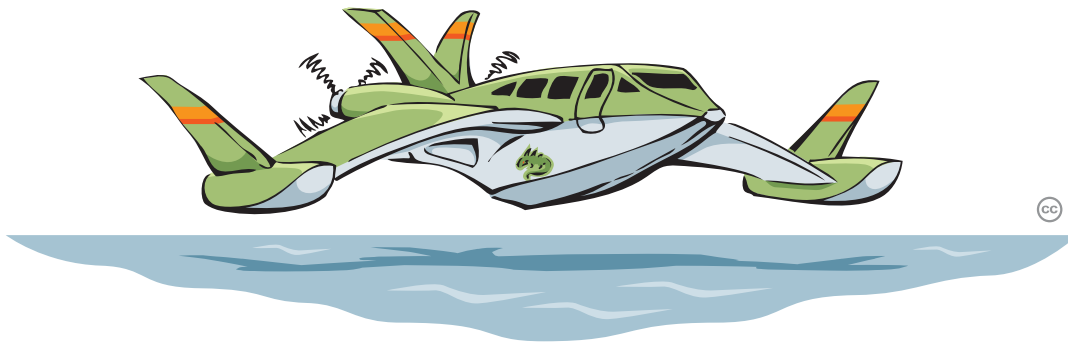
Description

Appearance

Hiram Jackson is a human male in his mid 20's who stands about 175 cm (5 ft 7 in) tall, weighs about 80 kg (176 lbs) and has a lean, solid build. More often than not, Jackson sports a bristly three-day beard and an unkempt ruff of sandy brown hair. His clear chameleon-hazel eyes peer out from under half sleepy lids. After spending years in the tropical sun, Hijack's skin has gone from pinkish-tan to an even bronze-brown.

Background

Although he can't prove it, Jackson says he graduated from high school in the US. He doesn't claim to have a higher education, but it's obvious that someone taught him to fly (planes, that is). Hijack owns pilot licenses from numerous countries—some of them are even real. He is co-owner and sole pilot for Aero Iguana, a one-plane charter service that offers to take anyone or anything just about anywhere. His business partner and booking agent is John Bloughmont, manager of the Blue Baboon Bar & Grill; where Hiram acts as the cook when business is slow, or where he's found under the tables when business is going really well.



One mescal-soaked night, Jackson lost a big bet with some blue-skinned tourist types and had to take them to practically every old Mayan site on the Yucatan peninsula. Hiram kept his end of the bargain, and even stuck up for them when some rude spring-breakers at Playa del Carmen wanted to use them for dwarf-tossing. They were thankful, saying something about wanting to avoid disintegrating the locals, and showed their appreciation by modifying his plane to run on solar power. Since that successful job, Hijack's clientele and assignments have only gotten more ... colorful.

Notes

Home Base: Blue Baboon Bar & Grill, Belize

Story: The PCs could encounter Hijack in just about any bar in the Caribbean or any Central American coastal town, waiting for a client or just getting himself into trouble. He can be used to add a little color to an otherwise average matter of getting from point A to point B, or could become an integral part of a story that featured alien visitors.

Character points: (766 - 0 in limitations =) 766

Unused character points: 34 (built with 800 points)

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I chose to release this work in this way so you can adjust it to suit the needs of you and your friends, and so you can create your own characters and stories based on this game and still own them yourself—which is as it should be. I do ask that you give me credit when you make something based on this work (preferably by linking to www.TenThousandWorlds.org) and I ask that you not try to make any money off of it.

This should go without saying, but this work is a supplement to a *game*, **Ten Thousand Worlds**, and is meant to make a rainy afternoon more enjoyable for you and a few friends. This game requires you to use your imagination. If you have trouble telling the difference between fantasy and reality, then this game is not for you.