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Revenge is a kind of wild justice.

– Francis Bacon, “Of Revenge,” *Essays*

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Transhuman Space Line Editor ■ PHIL MASTERS
e23 Manager ■ STEVEN MARSH
Page Design ■ PHIL REED and
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INTRODUCTION

Each supplement in *Transhuman Space: Personnel Files* line describes a campaign set in the world of Transhuman Space, complete with background, brief scenario suggestions, and notes for the GM. The material also provides a set of characters suitable to act as PCs in this same campaign. The characters are detailed using *GURPS Fourth Edition*, with templates and other details drawn from *Transhuman Space: Changing Times* (and *Transhuman Space: Shell-Tech* in a few cases), which are also available from e23. *Personnel Files 3: Wild Justice* relates the tale of four unusual companions on a quest for revenge.

It's sometimes said that *Transhuman Space* describes a wonderfully detailed world, but it's hard to decide on and define an actual campaign to run there. The *Personnel Files* line is intended to provide an answer to this, and to demonstrate what PCs for the setting might look like. These characters can also be used as NPCs, as antagonists, allies, patrons, or background color.

ABOUT THE AUTHOR

Phil Masters is the author of *Transhuman Space: Changing Times*, *Transhuman Space: Shell-Tech*, *Transhuman Space: Personnel Files*, and a chapter in *Transhuman Space: High Frontier*. He has also worked on countless other *GURPS* products, such as *Places of Mystery*, *All-Star Jam 2004*, and *Powers*, and on products for other companies. He lives in the U.K., and he doesn't have a dog.

The law is not the private property of lawyers, nor is justice the exclusive province of judges and juries. In the final analysis, true justice is not a matter of courts and law books, but of a commitment in each of us to liberty and mutual respect.

– Jimmy Carter



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