

SAMPLE CHARACTERS

BIRCH, SAVANNAH

Archetype: Infiltrator/Psychic

Pace 1

Abilities: Acrobatics (1)*, Bluff (1), Breach (3)*, Drive (1), Empathy (1), Evade (1), Intimidate (1), Investigate (1), Usarian (1), Marksmanship (1), K'u dori (1), Emergency Medicine (1)*, Pilfer (1), Pilot (1), Precognition (1), Psychokinesis (1)*, Security (3)*, Sneak (1)*, Urban Survival (1), Wilderness Survival (1), Telegnosis (2)*, Throw (1), Willpower (1)*

*Core Abilities

Knowledge(s): Psychology **Familiarities:** Standard **Nuances:** Psychic, Bemwap/Human Hybrid [Delicate, Frail, Weak; Deft, Dexterous, Nimble; Threatening, all at level 1], Reserved (1), Sleep Disorder (Nightmares)

Stun Points: 12 **Wound Points:** 12 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 750 GC

Pace 2

Abilities: Acrobatics (2)*, Bluff (2), Breach (4)*, Drive (1), Empathy (1), Evade (2), Intimidate (1), Investigate (1), Usarian (1), Marksmanship (1), K'u dori (1), Emergency Medicine (2)*, Pilfer (1), Pilot (1), Precognition (1), Psychokinesis (4)*, Security (4)*, Sneak (4)*, Urban Survival (1), Wilderness Survival (1), Telegnosis (5)*, Throw (1), Willpower (2)*

*Core Abilities

Knowledges: Psychology, UFOlogy **Familiarities:** Standard **Nuances:** Psychic, Bemwap/Human Hybrid [Delicate, Frail, Weak; Deft, Dexterous, Nimble; Threatening, all at level 1], Reserved (1), Sleep Disorder (Nightmares)

Stun Points: 12 **Wound Points:** 12 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 1550 GC

Pace 3

Abilities: Acrobatics (4)*, Bluff (3), Breach (6)*, Drive (1), Empathy (1), Evade (2), Intimidate (2), Investigate (2), Usarian (2), Marksmanship (2), K'u dori (1), Emergency Medicine (2)*, Pilfer (1), Pilot (1), Precognition (2), Psychokinesis (4)*, Security (4)*, Sneak (6)*, Urban Survival (1), Wilderness Survival (1), Telegnosis (5)*, Throw (2), Willpower (4)*

*Core Abilities

Knowledges: Psychology, UFOlogy, Science Fiction **Familiarities:** Standard **Nuances:** Psychic, Bemwap/Human Hybrid [Delicate, Frail, Weak; Deft, Dexterous, Nimble; Threatening, all at level 1], Reserved (1), Sleep Disorder (Nightmares), Swift Psychic

Stun Points: 12 **Wound Points:** 12 **Argument Points:** 15 **Stress Sump:** 2 **Chutzpah Cache:** 10 **Credits:** 3150 GC

Path(s): *Solitude* — As an orphan and foster child passed from home to home, Savannah’s personal relationships have been anything but constant and mostly unpleasant. As a consequence, she withdrew into herself and learned early that it was emotionally and physically "safer" to live a life of solitude; a lesson only reinforced by her years on the street. *Independence* — Savannah’s years of solitude have left her fiercely independent, stemming from a lack of trust and need to protect herself emotionally and physically from other people. *Self-centeredness* — An unconscious effect of her years of solitude is an unawareness of those around her as people with needs of their own.

Habits: *Tightlipped (Solitude)* — I only speak when I have something important to say. Talk to me and I might not talk back. *Lone Wolf (Independence)* — I never ask for help, and I always refuse any offered. *Loose Cannon (Self-centeredness)* — I never consider how my actions will affect others, only myself.

Tenets: *Lonely Road (Solitude)* — Trust no one to help you; seek solace in solitude. *Army of One (Independence)* — I can get the job done alone better than with allies. *Survival (Self-*

Pace 4

Abilities: Acrobatics (6)*, Bluff (3), Breach (9)*, Drive (1), Empathy (1), Evade (3), Intimidate (2), Investigate (2), Usarian (2), Marksmanship (2), K’u dori (1), Emergency Medicine (5)*, Pilfer (1), Pilot (1), Precognition (2), Psychokinesis (7)*, Security (4)*, Sneak (9)*, Urban Survival (1), Wilderness Survival (1), Telegnosis (7)*, Throw (2), Willpower (7)*

*Core Abilities

Knowledges: Psychology, UFOlogy, Science Fiction, Biology **Familiarities:** Standard **Specialties:** Contortions [Acrobatics] **Nuances:** Psychic, Bemwap/Human Hybrid [Delicate, Frail, Weak; Deft, Dexterous, Nimble; Threatening, all at level 1], Reserved (1), Sleep Disorder (Nightmares), Swift Psychic

Stun Points: 12 **Wound Points:** 12 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 6350 GC

Pace 5

Abilities: Acrobatics (9)*, Bluff (6), Breach (10)*, Drive (1), Empathy (2), Evade (3), Insight (3), Intimidate (3), Investigate (3), Usarian (2), Marksmanship (2), K’u dori (1), Emergency Medicine (5)*, Pilfer (2), Pilot (1), Precognition (3), Psychokinesis (8)*, Security (10)*, Sneak (10)*, Urban Survival (1), Wilderness Survival (1), Telegnosis (8)*, Throw (2), Willpower (8)*

*Core Abilities

Knowledges: Psychology, UFOlogy, Science Fiction, Biology, Art **Familiarities:** Standard **Specialties:** Contortions [Acrobatics], Electronic Locks [Breach] **Nuances:** Psychic, Bemwap/Human Hybrid [Delicate, Frail, Weak; Deft, Dexterous, Nimble; Threatening, all at level 1], Reserved (1), Sleep Disorder (Nightmares), Swift Psychic, Fast (2)

Stun Points: 12 **Wound Points:** 12 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 12750 GC

Equipment

Stunner (w/ Holonet Shoulder Holster), Stun Baton (w/ Holonet Leg Sheath), Healer Unit (w/ Belt Pouch), WristComm and TacSet, Street Clothing (w/ protective jacket and trousers)

Visual ID

Age: 18 **Hair:** Black **Eyes:** Black **Height:** 5’0” **Weight:** 97 lb **Sex:** Female **Ethnicity:** Caucasian/Bemwap

Centeredness) — My needs and my survival take precedence over everything else.

Aspirations: *Heritage [middling]* — Ever since she was a small child, she has had horribly disturbing nightmares of alien abduction and experimentation. The persistence of these nightmares and her physical oddities have sown seeds of suspicion regarding her heritage. All she knows for sure is that she was abandoned on the doorstep of an orphanage by a woman. She is determined to track down her biological parents and perhaps at the same time find an answer to the nightmares that plague her.

History: Savannah was abandoned as an infant on the doorsteps of an orphanage by an unidentified woman. She spent her early life in and out of orphanages and foster homes, and was considered a difficult child because of her severe nightmares and odd appearance, and the tendency for unexplainable things to happen around her. She never stayed in one place too long. Savannah breezed through academia, but she couldn't cope with the social aspects of attending school. She frequently skipped classes and hid out in libraries, museums, theaters — anything open during the day that was largely abandoned. She mostly just locked herself away in her room — when she had one — and read or watched TV. At age 15 she finally ran away from the last and worst of a long string of foster homes. Savannah moved around, squatting in slums and abandoned buildings and living off what she could steal or salvage from someone else's garbage. She lived that way for two years before stumbling into a World Shelter, too cold to speak and too hungry to stand. The PPC was eager to use her rare psychic abilities, though she didn't know it then. But she was just as eager to use them to explore a whole new world and further her quest to discover her heritage.

DEVLIN, ALEXANDRA

Archetype: Diplomat

Path(s): *Carelessness* — Alexandra trips through life never sweating the small stuff. She's happy, even if not as prosperous as she'd be with a modicum of focus.

Habits: *Pardon Me (Carelessness)* — Alexandra never checks a room before entering it.

Pace 1

Abilities: Bluff (3)*, Computers (1), Convince (4)*, Counsel (2)*, Create (2), Drive (1), Etiquette (3)*, Insight (2)*, Interrogate (2), Usarian (3), Marksmanship (2), K'u dori (1), Network (3)*, Pilot (1), Urban Survival (1), Wilderness Survival (1), Throw (1), Willpower (2)*

*Core Abilities

Network Locales: Galactic, Solidumai City, America **Knowledge(s):** Galactic Politics, Art (Trillid Mud Paintings, Italian Frescoes) **Familiarities:** Standard, Painting [Create] **Nuances:** Comforting (1), Cultured (1), Perceptive (1), Perspicacious (1), Resolute (2)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 21 **Stress Sump:** 2 **Chutzpah Cache:** 10 **Credits:** 660 GC

Tenets: *Devilish Details (Carelessness)* — Take care of the generalities and the details will fall into place.

Pace 2

Abilities: Acrobatics (1), Bluff (5)*, Computers (2), Convince (6)*, Counsel (3)*, Create (2), Drive (1), Etiquette (4)*, Insight (3)*, Interrogate (2), Investigate (1), Usarian (3), Marksmanship (2), K'u dori (1), Network (4)*, Pilot (1), Urban Survival (1), Wilderness Survival (1), Throw (1), Willpower (3)*

*Core Abilities

Network Locales: Galactic, Solidumai City, America, Marsups **Knowledges:** Galactic Politics, Art (Trillid Mud Paintings, Italian Frescoes) **Familiarities:** Standard, Painting [Create] **Nuances:** Comforting (1), Cultured (1), Perceptive (1), Pespacious (1), Resolute (2)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 21 **Stress Sump:** -1 **Chutzpah Cache:** 10 **Credits:** 1400 GC

Pace 3

Abilities: Acrobatics (2), Bluff (6)*, Computers (3), Convince (6)*, Counsel (3)*, Create (2), Drive (1), Etiquette (4)*, Insight (4)*, Interrogate (3), Investigate (1), Usarian (4), Marksmanship (2), K'u dori (1), Network (4)*, Pilot (1), Seduce (1), Urban Survival (1), Wilderness Survival (1), Throw (1), Willpower (3)*, Sheolin (2), Kalen (2)

*Core Abilities

Network Locales: Galactic, Solidumai City, America, Marsups **Knowledges:** Galactic Politics, Art (Trillid Mud Paintings, Italian Frescoes), Galactic Trade **Familiarities:** Standard, Painting [Create] **Specialties:** Oils [Painting] **Nuances:** Comforting (1), Cultured (2), Perceptive (1), Pespacious (2), Resolute (2)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 21 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 3000 GC

Pace 4

Abilities: Acrobatics (3), Bluff (9)*, Computers (3), Convince (8)*, Counsel (6)*, Create (3), Drive (1), Etiquette (6)*, Insight (7)*, Interrogate (5), Investigate (2), Usarian (6), Marksmanship (2), K'u dori (1), Network (6)*, Pilot (1), Seduce (2), Urban Survival (1), Wilderness Survival (1), Throw (1), Willpower (5)*, Sheolin (2), Kalen (2), Inamaranamurti (2)

*Core Abilities

Network Locales: Galactic, Solidumai City, America, Marsups, Solidumai, Rrummaawra **Knowledges:** Galactic Politics, Art (Trillid Mud Paintings, Italian Frescoes), Galactic Trade **Familiarities:** Standard, Painting [Create] **Specialties:** Oils [Painting] **Nuances:** Comforting (1), Cultured (2), Perceptive (1), Pespacious (2), Resolute (2)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 21 **Stress Sump:** 2 **Chutzpah Cache:** 10 **Credits:** 6035 GC

Pace 5

Abilities: Acrobatics (5), Bluff (10)*, Computers (3), Convince (9)*, Counsel (8)*, Create (3), Drive (1), Etiquette (10)*, Insight (9)*, Interrogate (6), Investigate (5), Usarian (7), Marksmanship (3), K'u dori (2), Network (10)*, Pilot (1), Seduce (2), Urban Survival (1), Wilderness Survival (1), Throw (1), Willpower (8)*, Sheolin (2), Kalen (2), Inamaranamurti (2), Algessan (2)

*Core Abilities

Network Locales: Galactic, Solidumai City, America, Marsups, Solidumai, Rrummaawra, Slaagala, Yapradyramon, Mondarutarial Corporation (Yapradyramon) **Knowledges:** Galactic Politics, Art (Trillid Mud Paintings, Italian Frescoes), Galactic Trade **Familiarities:** Standard, Painting [Create] **Specialties:** Oils [Painting] **Nuances:** Comforting (1), Cultured (2), Perceptive (1), Pespacious (2), Resolute (2) **Aspiration:** Visit all planets of the Union and Fringe Worlds

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 21 **Stress Sump:** 2 **Chutzpah Cache:** 10 **Credits:** 11925 GC

History: When Alex was fifteen, she decided she wanted to see the world. She left her parents a note (they were gone for the weekend again), packed a small bag, and started walking. When

she ran out of cash, a job opportunity always seemed to present itself, or she'd meet someone who could help her out, or she'd find a twenty under a bus station bench, or a half-eaten burger in the garbage. She never bothered with small details, just set a broad goal and made for it. She never saw the whole world — it's not easy to get a passport when you have no permanent address — but she did wander across most of the Western Hemisphere, finally making her way back to San Francisco, where she decided to look up this World Shelter she'd been hearing about.

Equipment

Stunner (w/ Holonet Shoulder Holster), Stun Baton (w/ Holonet Leg Sheath), Healer Unit (w/ Belt Pouch), WristComm and TacSet, Street Clothing (w/ protective jacket and trousers)

Visual ID

Age: 20 **Hair:** Brown **Eyes:** Blue **Height:** 5'6" **Weight:** 150 lb **Sex:** Female **Ethnicity:** All American

GRAND, ROCELLA

Archetype: Linguist

Path(s): *Curiosity* — Rocella has always had an insatiable curiosity. She reads, watches, and listens to whatever information she can find on whatever topic currently holds her interest.

Pace 1

Abilities: Acrobatics (1), Computers (3)*, Drive (1), Insight (4)*, Interrogate (1), Knowledge*, Language* [Usarian (4), Algessan (2), Inamaranamurti (2), Kalen (4), Sheolin (3), Trillid (2), Yapran (1)], Marksmanship (1), K'u dori (1), Perform (1), Pilot (1), Security (1), Sneak (3)*, Urban Survival (2), Wilderness Survival (1), Throw (1), Willpower (3)*

*Core Abilities

Knowledge(s): Philology (Linguistics [Pragmatics, Language Geography, Sociolinguistics], Comparative Linguistics), Cryptography (Cryptanalysis) **Familiarities:** Standard; Jazz Vocals [Perform] **Specialties:** Interfacing [Computers]

Nuances: Voluble (1) **Aspiration(s):** Sing for a paying crowd on a real stage

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 750 GC

Pace 2

Abilities: Acrobatics (2), Computers (4)*, Drive (1), Forensics (1), Insight (4)*, Interrogate (1), Knowledge*, Language* [Usarian (6), Algessan (4), Galgaassi (2), Inamaranamurti (3), Kalen (5), Sheolin (4), Trillid (4), Yapran (2)], Marksmanship (1), K'u dori (1), Perform (2), Pilot (1), Security (2), Sneak (4)*, Urban Survival (2), Wilderness Survival (1), Throw (1), Willpower (4)*

*Core Abilities

Knowledges: Philology (Linguistics [Pragmatics, Language Geography, Sociolinguistics], Comparative Linguistics), Cryptography (Cryptanalysis) **Familiarities:** Standard; Jazz Vocals [Perform] **Specialties:** Interfacing [Computers]

Nuances: Voluble (2) **Aspiration(s):** Sing for a paying crowd on a real stage

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 1550 GC

Habits: *Well-informed (Curiosity)* — Rocella always spends ample time before a journey to learn all she can about the destination.

Tenets: *New People Rock (Curiosity)* — the best part about meeting new people is discovering all their quirks, all their little secrets.

Pace 3

Abilities: Acrobatics (3), Computers (5)*, Drive (1), Forensics (1), Insight (5)*, Interrogate (2), Knowledge*, Language* [Usarian (8), Algessan (4), Galgaassi (3), Inamaranamurti (4), Kalen (5), Osnian (1), Sheolin (5), Trillid (4), Yapran (4)], Marksmanship (2), K'u dori (1), Perform (2), Pilot (1), Security (2), Sneak (4)*, Urban Survival (2), Wilderness Survival (1), Throw (1), Willpower (5)*

*Core Abilities

Knowledges: Philology (Linguistics [Pragmatics, Language Geography, Sociolinguistics], Comparative Linguistics), Cryptography (Cryptanalysis) **Familiarities:** Standard; Jazz Vocals [Perform] **Specialties:** Interfacing [Computers]

Nuances: Voluble (2) **Aspiration(s):** Sing for a paying crowd on a real stage

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 3150 GC

Pace 4

Abilities: Acrobatics (4), Computers (6)*, Drive (1), Forensics (3), Insight (6)*, Interrogate (2), Knowledge*, Language* [Usarian (9), Algessan (6), Galgaassi (5), Inamaranamurti (6), Kalen (8), Meyonite (2), Osnian (3), Sheolin (7), Thalock (2), Tofkian (2), Trillid (7), Yapran (5)], Marksmanship (2), K'u dori (1), Perform (3), Pilot (1), Security (3), Sneak (7)*, Urban Survival (2), Wilderness Survival (1), Throw (1), Willpower (6)*

*Core Abilities

Knowledges: Philology (Linguistics [Pragmatics, Language Geography, Sociolinguistics], Comparative Linguistics), Cryptography (Cryptanalysis) **Familiarities:** Standard; Jazz Vocals [Perform] **Specialties:** Interfacing [Computers]

Nuances: Voluble (2), Temerity (1) **Aspiration(s):** Sing for a paying crowd on a real stage

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 12 **Credits:** 6350 GC

Pace 5

Abilities: Acrobatics (5), Computers (6)*, Drive (1), Forensics (3), Insight (6)*, Interrogate (2), Knowledge*, Language* [Usarian (10), Algessan (10), Galgaassi (10), Inamaranamurti (9), Kalen (9), Meyonite (2), Osnian (3), Sheolin (10), Thalock (2), Tofkian (2), Trillid (8), Yapran (8)], Marksmanship (3), K'u dori (1), Perform (4), Pilot (1), Security (4), Sneak (10)*, Urban Survival (2), Wilderness Survival (1), Throw (1), Willpower (6)*

*Core Abilities

Knowledges: Philology (Linguistics [Pragmatics, Language Geography, Sociolinguistics], Comparative Linguistics), Cryptography (Cryptanalysis) **Familiarities:** Standard; Jazz Vocals [Perform] **Specialties:** Interfacing [Computers]

Nuances: Voluble (3), Temerity (2) **Aspiration(s):** Sing for a paying crowd on a real stage

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 14 **Credits:** 12750 GC

History: Rocella and her parents moved around a lot when she was growing up. They had to, to stay ahead of Interpol. Her need to find her own space and fade into the background got her started on reading anything she could get her hands on. Eventually her folks busted up. She slipped away one night while they were arguing over who had to take her with them. She never looked back, always keeping her eyes on her destination, choosing each new one based on her research. Her constant travel instilled in her a love of languages and new cultures.

Notes: Rocella is fluent in English, Spanish, Portuguese and French

Equipment

Stunner (w/ Holonet Shoulder Holster), Stun Baton (w/ Holonet Leg Sheath), Healer Unit (w/ Belt Pouch), WristComm and TacSet, Street Clothing (w/ protective jacket and trousers)

Visual ID

Age: 19 **Hair:** Auburn **Eyes:** Brown **Height:** 6'2" **Weight:** 160 lb **Sex:** Female **Ethnicity:** Hispanic/Dutch

HUDSON, GABRIELLE

Archetype: Hotshot Pilot

Path(s): *Action* — G-Spot likes to keep busy, keep moving, not sit around and ruminate.

Habits: *Speed Pacer (Action)* — Whenever she feels trapped, or bored, G-Spot will begin to pace. If things don't pick up in five minutes, she'll walk out the door.

Tenets: *Balls to the Wall (Action)* — If you're going to do a thing, do it all out, balls to the wall.

Pace 1

Abilities: Athletics (6)*, Bluff (4), Breach (2), Command (3)*, Computers (1), Drive (6)*, Evade (1), Insight (3), Usarian (1), Marksmanship (1), K'u dori (1), Pilot (6)*, Seduce (4)*, Urban Survival (2), Wilderness Survival (1), Throw (3), Willpower (4)*

*Core Abilities

Knowledge(s): Union Racing Ships **Familiarities:** Standard, Drive [Terran Automatic and Manual Transmission Automobiles and Motorcycles, Osnian MiniSubs, Kalen Hoverbikes], Evade [Streets of Philadelphia] **Specialties:** Lacrosse [Athletics]

Favored Vehicle: Explorer Shuttles **Nuances:** Hypersomniac (10 hours)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 750 GC

Pace 2

Abilities: Athletics (7)*, Bluff (5), Breach (3), Command (3)*, Computers (2), Drive (6)*, Evade (2), Insight (4), Usarian (2), Marksmanship (2), K'u dori (1), Pilot (7)*, Seduce (6)*, Urban Survival (2), Wilderness Survival (1), Throw (3), Willpower (5)*

*Core Abilities

Knowledge(s): Union Racing Ships, Romance novels **Familiarities:** Standard, Drive [Terran Automatic and Manual Transmission Automobiles and Motorcycles, Osnian MiniSubs, Kalen Hoverbikes], Evade [Streets of Philadelphia, Streets of Solidumai] **Specialties:** Lacrosse [Athletics] **Favored Vehicle:** Explorer Shuttles **Nuances:** Hypersomniac (10 hours)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 2 **Chutzpah Cache:** 10 **Credits:** 1550 GC

History: G-Spot spent many years on the streets of Philly. She started jacking cars young and quickly graduated to wheel man for a local gang. While she was popular with the boys, her rapid rise in importance was due solely to her ability behind the wheel. She lived for driving,

but eventually some bad shit went down, and she needed to leave town, immediately. She wandered for a while around the east coast before finally hitting bottom in New York. Word of mouth led her to the shelter at age 15.

Pace 3

Abilities: Athletics (8)*, Bluff (5), Breach (4), Command (4)*, Computers (3), Drive (8)*, Evade (3), Insight (4), Usarian (2), Marksmanship (2), K'u dori (1), Pilot (8)*, Seduce (7)*, Urban Survival (2), Wilderness Survival (1), Throw (3), Willpower (6)*

*Core Abilities

Knowledge(s): Union Racing Ships, Romance novels, Stock car racing **Familiarities:** Standard, Drive [Terran Automatic and Manual Transmission Automobiles and Motorcycles, Osnian MiniSubs, Kalen Hoverbikes], Evade [Streets of Philadelphia, Streets of Solidumai, Union space lanes] **Specialties:** Lacrosse, Ruggle (see [Algessans](#)), Curling [Athletics]

Favored Vehicle: Explorer Shuttles **Nuances:** Hypersomniac (10 hours), Deft (2)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 3150 GC

Pace 4

Abilities: Athletics (9)*, Bluff (6), Breach (5), Command (5)*, Computers (4), Drive (9)*, Evade (4), Insight (5), Usarian (2), Marksmanship (3), K'u dori (1), Pilot (9)*, Seduce (8)*, Urban Survival (2), Wilderness Survival (1), Throw (4), Willpower (7)*

*Core Abilities

Knowledge(s): Union Racing Ships, Romance novels, Stock car racing, Restaurants of Solidumai City **Familiarities:** Standard, Drive [Terran Automatic and Manual Transmission Automobiles and Motorcycles, Osnian MiniSubs, Kalen Hoverbikes], Evade [Streets of Philadelphia, Streets of Solidumai, Union space lanes, Mondarutarial arcology] **Specialties:** Athletics: Lacrosse, Ruggle (see [Algessans](#)), Curling **Favored Vehicle:** Explorer Shuttles **Nuances:** Hypersomniac (10 hours), Deft (3)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 6350 GC

Pace 5

Abilities: Athletics (10)*, Bluff (8), Breach (5), Command (5)*, Computers (5), Drive (10)*, Evade (5), Insight (5), Usarian (2), Marksmanship (3), K'u dori (1), Pilot (9)*, Seduce (8)*, Urban Survival (2), Wilderness Survival (1), Throw (4), Willpower (7)*

*Core Abilities

Knowledge(s): Union Racing Ships, Romance novels, Stock car racing, Restaurants of Solidumai City, Algessan Sports Bars **Familiarities:** Standard, Drive [Terran Automatic and Manual Transmission Automobiles and Motorcycles, Osnian MiniSubs, Kalen Hoverbikes], Evade [Streets of Philadelphia, Streets of Solidumai, Union space lanes, Mondarutarial City (Yapradynamon), Sheolin suburbs of Solidumai City] **Specialties:** Athletics: Lacrosse, Ruggle (see [Algessans](#)), Curling

Favored Vehicle: Explorer Shuttles **Nuances:** Hypersomniac (10 hours), Deft (3), Fast (2), Perceptive (2), Temerity (2)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 2 **Chutzpah Cache:** 14 **Credits:** 12750 GC

Equipment

Stunner (w/ Holonet Shoulder Holster), Stun Baton (w/ Holonet Leg Sheath), Healer Unit (w/ Belt Pouch), WristComm and TacSet, Street Clothing (w/ protective jacket and trousers)

Visual ID

Age: 17 **Hair:** Dark **Eyes:** Dark **Height:** 5'5" **Weight:** 132 lb **Sex:** Often **Ethnicity:** All American

JOHNSON, STEVEN

Archetype: Counselor

Path(s): *Harmony* — Steven takes after his father a lot. He learned from watching Nils that, given the time and the right words, people will settle into harmony with each other. During his time on the streets he turned that philosophy inward and sought harmony within himself. *Aid* — Steven learned early on that the best way to get in good with new people, was to be helpful, but just shy of obsequious.

Habits: *Fence mender (Harmony)* — I can not stand by and watch an argument without trying to mediate. *OOooh, Let me help! (Aid)* — I always Aid the Checks of my fellow Characters (when they use an Ability that can reasonably be Aided).

Tenets: *Watchdog (Harmony)* — It's my job to keep my team mates from going nuts. *Hidden Need (Aid)* — Everyone needs help, but they usually won't admit it.

Aspirations: *Helpful Master (Aid) [minor]* — I want to train someone who surpasses me.

Pace 1

Abilities: Athletics (1), Bluff (3)*, Command (1), Convince (2), Counsel (4)*, Drive (1), Etiquette (2), Insight (2)*, Interrogate (2)*, Investigate (2), Usarian (1), Marksmanship (1), K'u dori (2), Masquerade (2), Emergency Medicine (1), Network (5)*, Pilot (1), Security (1), Sneak (2), Urban Survival (2), Wilderness Survival (1), Throw (1), Willpower (2)*

*Core Abilities

Network Locales: Galactic, Solidumai, Solidumai City, New York City, Fringe Worlds **Knowledge(s):** DC Comics

Familiarities: Standard **Specialties:** Climbing [Athletics]

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 525 GC

Pace 2

Abilities: Athletics (1), Bluff (3)*, Command (1), Convince (2), Counsel (5)*, Drive (1), Etiquette (2), Insight (2)*, Interrogate (2)*, Investigate (2), Usarian (1), Marksmanship (2), K'u dori (3), Masquerade (2), Emergency Medicine (1), Network (6)*, Pilot (1), Security (1), Sneak (2), Urban Survival (2), Wilderness Survival (1), Throw (1), Willpower (3)*

*Core Abilities

Network Locales: Galactic, Solidumai, Solidumai City, New York City, Fringe Worlds, Slaagala **Knowledge(s):** DC Comics, Sheolin courtship rites **Familiarities:** Standard **Specialties:** Climbing [Athletics] **Nuances:** Comforting (2)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 1235 GC

Pace 3

Abilities: Athletics (3), Bluff (3)*, Command (1), Convince (2), Counsel (5)*, Drive (1), Etiquette (3), Insight (2)*, Interrogate (2)*, Investigate (2), Usarian (1), Marksmanship (3), K'u dori (4), Masquerade (2), Emergency Medicine (1), Network (6)*, Pilot (1), Security (1), Sneak (2), Urban Survival (2), Wilderness Survival (1), Throw (1), Willpower (4)*

*Core Abilities

Network Locales: Galactic, Solidumai, Solidumai City, New York City, Fringe Worlds, Slaagala **Knowledge(s):** DC Comics, Sheolin courtship rites, Climbing sports of the Union **Familiarities:** Standard **Specialties:** Climbing [Athletics]

Nuances: Comforting (3)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 2835 GC

Peacemaker (Harmony) [epic] — I'd like to negotiate a peace treaty with the Thalocks. *Friendly Foe [middling]* — I'd like to find a Thalock who wants peace between our peoples.

History: Born Stephan Johansson, Steven was the son of Nils and Helga Johansson. Helga died when Steven was only two, and Nils, who worked as a diplomat at the United Nations took Steven everywhere with him. Nils became involved in something nefarious. What, Steven never found out, but it cost Nils his life and sent Steven underground at age 15. He changed his name to the inane common Steven Johnson and disappeared into the streets of New York.

Notes: Fluent in English and Finnish.

Pace 4

Abilities: Athletics (3), Bluff (4)*, Command (1), Convince (3), Counsel (6)*, Drive (1), Etiquette (5), Insight (3)*, Interrogate (3)*, Investigate (3), Usarian (2), Marksmanship (3), K'u dori (4), Masquerade (2), Emergency Medicine (1), Network (7)*, Pilot (1), Security (2), Sneak (2), Urban Survival (2), Wilderness Survival (1), Throw (2), Willpower (6)*

*Core Abilities

Network Locales: Galactic, Solidumai, Solidumai City, New York City, Fringe Worlds, Slaagala, Galgaassan Colony 1

Knowledge(s): Comics [DC Comics], Sheolin courtship rites, Climbing sports of the Union **Familiarities:** Standard

Specialties: Climbing [Athletics]

Nuances: Comforting (3), Resolute (3)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 24 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 5930 GC

Pace 5

Abilities: Athletics (5), Bluff (10)*, Command (1), Convince (4), Counsel (8)*, Drive (1), Etiquette (5), Insight (4)*, Interrogate (4)*, Investigate (4), Usarian (3), Marksmanship (3), K'u dori (4), Masquerade (2), Emergency Medicine (1), Network (8)*, Pilot (1), Security (2), Sneak (2), Urban Survival (2), Wilderness Survival (1), Throw (2), Willpower (6)*

*Core Abilities

Network Locales: Galactic, Solidumai, Solidumai City, New York City, Fringe Worlds, Slaagala, Galgaassan Colony 1,

Galgaassan Colony 2 **Knowledge(s):** Comics [DC Comics], Sheolin courtship rites, Climbing sports of the Union, Speleology **Familiarities:** Standard **Specialties:** Climbing [Athletics] **Nuances:** Comforting (3), Resolute (3), Pespicious (3), Perceptive (3)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 24 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 12210 GC

Equipment

Stunner (w/ Holonet Shoulder Holster), Stun Baton (w/ Holonet Leg Sheath), Healer Unit (w/ Belt Pouch), WristComm and TacSet, Street Clothing (w/ protective jacket and trousers)

Visual ID

Age: 17 **Hair:** Blonde **Eyes:** Blue **Height:** 6'0" **Weight:** 180 lb **Sex:** Male **Ethnicity:** Scandinavian

JONES, GEMINI

Archetype: Scientist

Path(s): *Guilt* — His sister's death haunts Gemini to this day. He has never been able to escape his personal conviction that he caused her death, if by nothing more than his inaction.

Habits: *Deathwish (Guilt)* — Believing he deserves to die for his crime against Jeanie, but unable to take his own life, Gemini throws himself into danger whenever possible.

Tenets: *Unworthy (Guilt)* — Gemini has never felt himself worthy of the attention of the PPC, though he strives to harder than anyone to achieve that worthiness.

Pace 1

Abilities: Athletics (1), Bluff (1), Breach (1), Computers (4)*, Demolitions (1), Drive (1), Electronics (3)*, Escape Artist (3), Forensics (2)*, Forgery (1), Insight (4)*, Knowledge*, Language* [Usarian (4), Algessan (3), Kalen (3), Yapran (3)], Marksmanship (1), K'u dori (1), Mechanic (4)*, Emergency Medicine (1), Pilot (1), Seduce (1), Urban Survival (1), Wilderness Survival (1), Throw (1)

*Core Abilities

Knowledge(s): Physics [Plasma Physics], Astronomy [Astrophysics (Cosmology {Brane Theory}, Galaxy Formation, Stellar Formation), Observational Astronomy (Gravitational Wave Astronomy), Planetary Science], Earth Literature [Science Fiction, Fantasy], Kalen Literature, Illicit Drugs, Sex Fetishes, Illegal Fight Clubs **Familiarities:** Standard **Specialties:** Jump Engines, Fusion Generators [Mechanic]

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 750 GC

Pace 2

Abilities: Athletics (2), Bluff (2), Breach (2), Computers (5)*, Demolitions (2), Drive (1), Electronics (4)*, Escape Artist (3), Forensics (4)*, Forgery (2), Insight (5)*, Knowledge*, Language* [Usarian (5), Algessan (3), Galgaassi (1), Kalen (3), Sheolin (1), Yapran (3)], Marksmanship (1), K'u dori (1), Mechanic (6)*, Emergency Medicine (1), Pilot (1), Seduce (1), Urban Survival (1), Wilderness Survival (1), Throw (2)

*Core Abilities

Knowledge(s): Physics [Plasma Physics], Astronomy [Astrophysics (Cosmology {Brane Theory}, Galaxy Formation, Stellar Formation), Observational Astronomy (Gravitational Wave Astronomy), Planetary Science], Earth Literature [Science Fiction, Fantasy], Kalen Literature, Illicit Drugs, Sex Fetishes, Illegal Fight Clubs **Familiarities:** Standard **Specialties:** Jump Engines, Fusion Generators [Mechanic]

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 1550 GC

History: Hailed as a prodigious genius by his teachers and mentors, Gemini fled from home at age thirteen, shortly after his twin sister Jeanie's death. Though he blamed himself for not saving her — even for causing her death — it was deemed by his parents and the authorities purely accidental. But Gemini slipped into depression and suicidal thoughts. Unable to take his own life, he began to do more and more dangerous things. He experimented with powerful, dangerous drugs; entered a world of exploitative and destructive sex; and even joined underground fight clubs. Though his introduction to the PPC has given his life new purpose and allowed him to fulfill his early childhood academic ambitions, to this day he carries the guilt and the death wish.

Pace 3

Abilities: Athletics (2), Bluff (3), Breach (3), Computers (6)*, Demolitions (2), Drive (1), Electronics (5)*, Escape Artist (4), Forensics (5)*, Forgery (2), Insight (6)*, Knowledge*, Language* [Usarian (6), Algessan (4), Galgaassi (2), Kalen (4), Sheolin (2), Yapran (3)], Marksmanship (2), K'u dori (1), Mechanic (7)*, Emergency Medicine (2), Pilot (1), Seduce (1), Sneak (1), Urban Survival (1), Wilderness Survival (1), Throw (2), Willpower (1)

*Core Abilities

Knowledge(s): Physics [Plasma Physics], Astronomy [Astrophysics (Cosmology {Brane Theory}, Galaxy Formation, Stellar Formation), Observational Astronomy (Gravitational Wave Astronomy), Planetary Science], Earth Literature [Science Fiction, Fantasy], Kalen Literature, Illicit Drugs, Sex Fetishes, Illegal Fight Clubs **Familiarities:** Standard **Specialties:** Jump Engines, Fusion Generators [Mechanic]

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 3150 GC

Pace 4

Abilities: Acrobatics (1), Athletics (3), Bluff (3), Breach (4), Computers (7)*, Demolitions (3), Drive (1), Electronics (8)*, Escape Artist (5), Forensics (8)*, Forgery (3), Insight (8)*, Knowledge*, Language* [Usarian (7), Algessan (5), Galgaassi (3), Kalen (5), Sheolin (3), Yapran (4)], Marksmanship (2), K'u dori (3), Mechanic (8)*, Emergency Medicine (2), Pilot (1), Seduce (1), Sneak (1), Urban Survival (1), Wilderness Survival (1), Throw (2), Willpower (2)

*Core Abilities

Knowledge(s): Physics [Plasma Physics], Astronomy [Astrophysics (Cosmology {Brane Theory}, Galaxy Formation, Stellar Formation), Observational Astronomy (Gravitational Wave Astronomy), Planetary Science], Earth Literature [Science Fiction, Fantasy], Kalen Literature, Illicit Drugs, Sex Fetishes, Illegal Fight Clubs **Familiarities:** Standard **Specialties:** Jump Engines, Fusion Generators [Mechanic]; Computer Engineering [Computers]

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 24 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 6350 GC

Pace 5

Abilities: Acrobatics (1), Athletics (5), Bluff (4), Breach (6), Computers (9)*, Demolitions (4), Drive (1), Electronics (10)*, Escape Artist (5), Forensics (9)*, Forgery (3), Insight (9)*, Knowledge*, Language* [Usarian (8), Algessan (6), Galgaassi (4), Kalen (6), Sheolin (4), Trillid (2), Yapran (5)], Marksmanship (3), K'u dori (6), Mechanic (9)*, Emergency Medicine (2), Pilot (1), Seduce (1), Sneak (1), Urban Survival (1), Wilderness Survival (1), Throw (3), Willpower (5)

*Core Abilities

Knowledge(s): Physics [Plasma Physics], Astronomy [Astrophysics (Cosmology {Brane Theory}, Galaxy Formation, Stellar Formation), Observational Astronomy (Gravitational Wave Astronomy), Planetary Science], Earth Literature [Science Fiction, Fantasy], Kalen Literature, Illicit Drugs, Sex Fetishes, Illegal Fight Clubs **Familiarities:** Standard **Specialties:** Jump Engines, Fusion Generators [Mechanic]; Computer Engineering [Computers]

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 24 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 12750 GC

Equipment

Stunner (w/ Holonet Shoulder Holster), Stun Baton (w/ Holonet Leg Sheath), Healer Unit (w/ Belt Pouch), WristComm and TacSet, Street Clothing (w/ protective jacket and trousers)

Visual ID

Age: 17 **Hair:** Brown **Eyes:** Grey **Height:** 5'9" **Weight:** 145 lb **Sex:** Male **Ethnicity:** White, mixed European

LEEDS, JEFFERSON

Archetype: Generalist

Path(s): *Belligerence* — Jeff has had to struggle most of his life to get what he needs or wants, be it physical or emotional sustenance. The struggle has made him prone to conflict.

Habits: *Violent Reaction (Belligerence)* — Whenever he feels threatened, Jeff reacts violently.

Tenets: *Constant Struggle (Belligerence)* — Everyone has his own agenda; you've got to fight for what's yours.

History: Jeff was orphaned at a young age, and with no immediate family that wanted to take him in, he was bounced around from foster home to foster home. No one could handle him for long. The chip on his shoulder only got bigger with age. No one ever realized he picked fights to get the attention he felt he lacked and deserved.

Notes: Jeff is an excellent example of how the Quick Study nuance can be used, and abused. At

Pace 1

Abilities: Acrobatics (3), Bluff (3), Breach (2), Drive (1), Evade (1), Insight (3), Intimidate (2), Investigate (2), Language: Usarian (1), Marksmanship (1), K'u dori (2), Pilot (1), Security (2), Urban Survival (1), Wilderness Survival (1), Throw (1), Willpower (3)

No Core Abilities

Knowledge(s): Illicit drugs **Familiarities:** Standard **Nuances:** Fast (1), Quick Study

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 750 GC

Pace 2

Abilities: Acrobatics (3), Bluff (4), Breach (3), Computers (3), Drive (2), Evade (3), Insight (3), Intimidate (3), Investigate (3), Language: Usarian (3), Marksmanship (3), K'u dori (3), Pilot (3), Security (3), Urban Survival (3), Wilderness Survival (3), Throw (3), Willpower (3)

No Core Abilities

Knowledge(s): Illicit drugs, Galactic Law **Familiarities:** Standard **Specialties:** Electronic Entry [Breach]
Nuances: Fast (1), Quick Study

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 1550 GC

Pace 3

Abilities: Acrobatics (3), Athletics (3), Bluff (3), Breach (3), Computers (3), Convince (3), Demolitions (3), Drive (3), Electronics (3), Escape Artist (3), Evade (3), Forensics (3), Insight (3), Interrogate (3), Intimidate (3), Investigate (3), Language: Usarian (3), Marksmanship (3), K'u dori (3), Mechanic (1), Emergency Medicine (2), Pilot (3), Pursue (1), Security (3), Sneak (1), Urban Survival (3), Wilderness Survival (3), Throw (3), Willpower (3)

No Core Abilities

Knowledge(s): Illicit drugs, Galactic Law, Cheese **Familiarities:** Standard; Evade [Downtown Detroit, Solidumai City West, Sheolin Suburbs] **Specialties:** Electronic Entry [Breach] **Nuances:** Fast (1), Quick Study

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 3150 GC

high Pace, it's possible to have a little proficiency in almost every Ability. Narrators may want to disallow Quick Study for a High Pace, or increase its cost. Then again, in a high Pace game, it might be a bit of a disadvantage to have only low proficiency Abilities available.

Pace 4

Abilities: Acrobatics (3), Athletics (3), Bluff (3), Breach (3), Command (3), Computers (3), Convince (3), Counsel (3), Create (3), Demolitions (3), Drive (3), Electronics (3), Escape Artist (3), Etiquette (3), Evade (3), Fence (3), Forensics (3), Forgery (3), Grift (3), Insight (3), Interrogate (3), Intimidate (3), Investigate (3), Language [Usarian (3), Sheolin (1)], Marksmanship (3), K'u dori (3), Masquerade (3), Mechanic (3), Emergency Medicine (3), Military Science (3), Network (3), Perform (3), Pilfer (3), Pilot (3), Pursue (3), Security (3), Deduce (3), Sneak (3), Urban Survival (3), Wilderness Survival (3), Throw (3), Willpower (3)

No Core Abilities

Network Locales: Galactic, Solidumai City, Union Bar/Club Owners **Knowledge(s):** Illicit drugs, Galactic Law, Cheese, Gadgets **Familiarities:** Standard, Create [Whittling], Perform [Soft Shoe Tap], Evade [Downtown Detroit, Solidumai City West, Sheolin Suburbs, Shemarbruc Capitol City] **Fluent in** English, Spanish, and French **Specialties:** Electronic Entry [Breach] **Nuances:** Fast (1), Quick Study, Adaptable (2)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 24 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 6260 GC

Pace 5

Abilities: Acrobatics (3), Athletics (3), Bluff (5), Breach (3), Command (3), Computers (3), Convince (5), Counsel (3), Create (3), Demolitions (3), Drive (3), Electronics (3), Escape Artist (3), Etiquette (3), Evade (5), Fence (3), Forensics (3), Forgery (3), Grift (3), Insight (5), Interrogate (3), Intimidate (3), Investigate (5), Language [Usarian (3), Sheolin (3), Algessan (3), Galgaassi (3), Inamaranamurti (3), Kalen (3), Osnian (3), Trillid (3), Yapran (3)], Marksmanship (3), K'u dori (5), Masquerade (3), Mechanic (3), Emergency Medicine (3), Military Science (3), Network (3), Perform (3), Pilfer (3), Pilot (3), Pursue (3), Security (3), Deduce (3), Sneak (3), Urban Survival (3), Wilderness Survival (3), Throw (3), Willpower (5)

No Core Abilities

Network Locales: Galactic, Solidumai City, Union Bar/Club Owners **Knowledge(s):** Illicit drugs, Galactic Law, Cheese, Gadgets, Surveillance Equipment **Familiarities:** Standard, Create [Whittling], Perform [Soft Shoe Tap], Evade [Downtown Detroit, Solidumai City West, Solidumai City East, Solidumai city South, Sheolin Suburbs, Shemarbruc Capitol City] **Fluent in** English, Spanish, and French **Specialties:** Electronic Entry [Breach] **Nuances:** Fast (1), Quick Study, Adaptable (2)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 24 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 12660 GC

Equipment

Stunner (w/ Holonet Shoulder Holster), Stun Baton (w/ Holonet Leg Sheath), Healer Unit (w/ Belt Pouch), WristComm and TacSet, Street Clothing (w/ protective jacket and trousers)

Visual ID

Age: 17 **Hair:** Black **Eyes:** Brown **Height:** 5'7" **Weight:** 175 lb **Sex:** Male **Ethnicity:** African American/English

MARPLE, BRUCE

Archetype: Detective

Path(s): *Discovery* — Bruce has ever been a seeker of truth and knowledge.

Pace 1

Abilities: Breach (1), Computers (2), Drive (1), Forensics (3)*, Insight (4)*, Interrogate (3)*, Intimidate (3)*, Investigate (4)*, Language: Usarian (2), Marksmanship (3), K'u dori (2), Network (5)*, Pilot (1), Security (3)*, Sneak (3), Urban Survival (1), Wilderness Survival (1), Throw (2), Willpower (2)

* Core Abilities

Network Locales: Solidumai City, Solidumai, Galactic, Yabra Underworld, San Francisco **Knowledge(s):** Gardening

Familiarities: Standard **Nuances:** Eidetic Memory

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 525 GC

Pace 2

Abilities: Breach (2), Computers (3), Drive (2), Forensics (4)*, Insight (5)*, Interrogate (4)*, Intimidate (4)*, Investigate (5)*, Language: Usarian (3), Marksmanship (4), K'u dori (2), Network (6)*, Pilot (1), Security (4)*, Sneak (3), Urban Survival (1), Wilderness Survival (1), Throw (2), Willpower (2)

* Core Abilities

Network Locales: Solidumai City, Solidumai, Galactic, Yabra Underworld, San Francisco, Mondarutarial Corporation (Yapradynamon) **Knowledge(s):** Gardening, Criminology **Familiarities:** Standard **Nuances:** Eidetic Memory

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 1235 GC

Pace 3

Abilities: Bluff (1), Breach (3), Computers (4), Drive (2), Forensics (5)*, Insight (6)*, Interrogate (5)*, Intimidate (5)*, Investigate (6)*, Language: Usarian (4), Marksmanship (5), K'u dori (2), Network (7)*, Pilot (1), Security (5)*, Sneak (3), Urban Survival (1), Wilderness Survival (1), Throw (2), Willpower (3)

* Core Abilities

Network Locales: Solidumai City, Solidumai, Galactic, Yabra Underworld, San Francisco, Mondarutarial Corporation (Yapradynamon), Shemarbruc Underworld **Knowledge(s):** Gardening, Criminology, Psychology **Familiarities:** Standard **Nuances:** Eidetic Memory

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 2730 GC

Habits: *Nosey (Discovery)* — Given the first opportunity Bruce will check in every unlocked drawer and behind every unlocked door in a room.

Tenets: *Exposé (Discovery)* — The truth should always be brought into the light, despite the consequences.

History: Bruce started early as a detective. It was he who uncovered his father's double life and brought it to the attention of his mother. His father was arrested for bigamy and his mother committed suicide. He spent some time in the care of his father's other wife and his half-siblings, but never really felt he belonged. His life was made miserable at school by the principal's son — he had exposed the principal's affair with the girls' basketball coach for the school paper — and no one in his new neighborhood liked him much. So he left, hitting the road at 16 and heading west. He ended up in San Francisco, and it was there that he found World Shelter.

Pace 4

Abilities: Bluff (1), Breach (3), Computers (4), Drive (2), Forensics (6)*, Insight (7)*, Interrogate (6)*, Intimidate (6)*, Investigate (8)*, Language: Usarian (4), Marksmanship (5), K'u dori (2), Network (8)*, Pilot (1), Security (6)*, Sneak (3), Urban Survival (1), Wilderness Survival (1), Throw (2), Willpower (3)

* Core Abilities

Network Locales: Solidumai City, Solidumai, Galactic, Yapra Underworld, San Francisco, Mondarutarial Corporation (Yapradynamon), Shemarbruc Underworld, Shemarbruc Nightclubs **Knowledge(s):** Gardening, Criminology, Psychology [Psychoanalysis] **Familiarities:** Standard **Specialties:** Mechanical Locks [Breach] **Nuances:** Eidetic Memory, Adaptable (1), Resolute (2), Temerity (2), Tough (1), Hardy (1)

Stun Points: 18 **Wound Points:** 18 **Argument Points:** 21 **Stress Sump:** 0 **Chutzpah Cache:** 14 **Credits:** 5810 GC

Pace 5

Abilities: Bluff (3), Breach (5), Computers (6), Drive (2), Forensics (9)*, Insight (9)*, Interrogate (9)*, Intimidate (10)*, Investigate (9)*, Language: Usarian (4), Marksmanship (5), K'u dori (2), Network (10)*, Pilot (1), Security (10)*, Sneak (5), Urban Survival (1), Wilderness Survival (1), Throw (2), Willpower (5)

* Core Abilities

Network Locales: Solidumai City, Solidumai, Galactic, Yapra Underworld, San Francisco, Mondarutarial Corporation (Yapradynamon), Shemarbruc Underworld, Shemarbruc Nightclubs, PPC Secretarial Pool, Sheolin Construction Union **Knowledge(s):** Gardening, Criminology, Psychology [Psychoanalysis], Fictional Detectives **Familiarities:** Standard **Specialties:** Mechanical Locks [Breach] **Nuances:** Eidetic Memory, Adaptable (1), Resolute (2), Temerity (2), Tough (1), Hardy (1), Charismatic (1)

Stun Points: 18 **Wound Points:** 18 **Argument Points:** 21 **Stress Sump:** 0 **Chutzpah Cache:** 14 **Credits:** 11925 GC

Equipment

Stunner (w/ Holonet Shoulder Holster). Stun Baton (w/ Holonet Leg Sheath), Healer Unit (w/ Belt Pouch), WristComm and TacSet, Street Clothing (w/ protective jacket and trousers)

Visual ID

Age: 19 **Hair:** Auburn **Eyes:** Green-Grey **Height:** 5'7" **Weight:** 163 lb **Sex:** Male **Ethnicity:** Scots/Amerinc

NAKAMURA, KIRIKO

Archetype: Saboteur

Path(s): *Discord* — Kiriko has ever been a gadfly, pushing against the status quo and fomenting rebellion for the sake of change.

Habits: *Bone of Contention (Discord)* — Kiriko can not resist tossing a bone of contention into a roomful of peaceful dogs.

Tenets: *Bored Now (Discord)* — A little rebellion once a day keeps the boredom away.

History: Kiriko had a tempestuous youth full of rebellion against her strict, traditional parents. She finally got fed up with their repression at age 14 and hit the road. She moved all around the country doing odd jobs, but never settled into a place for long before she upset the apple cart and had to move on.

Pace 1

Abilities: Acrobatics (2), Bluff (3)*, Breach (4)*, Computers (2)*, Demolitions (3)*, Drive (1), Escape Artist (1), Etiquette (1), Insight (2), Language: Usarian (2), Marksmanship (1), K'u dori (2), Masquerade (3)*, Mechanic (2)*, Emergency Medicine (1), Pilot (1), Security (2)*, Sneak (2)*, Urban Survival (1), Wilderness Survival (1), Throw (1), Willpower (1)

* Core Abilities

Knowledge(s): History of Sabotage **Familiarities:** Standard **Specialties:** None **Favored Item:** Wasp [Marksmanship]
Nuances: Adaptable (2), Temerity (2), Weak (1)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 14 **Credits:** 750 GC

Pace 2

Abilities: Acrobatics (2), Bluff (4)*, Breach (5)*, Computers (3)*, Demolitions (4)*, Drive (1), Escape Artist (2), Etiquette (2), Insight (3), Language: Usarian (3), Marksmanship (1), K'u dori (3), Masquerade (4)*, Mechanic (3)*, Emergency Medicine (2), Pilot (1), Security (3)*, Sneak (4)*, Urban Survival (1), Wilderness Survival (2), Throw (1), Willpower (1)

* Core Abilities

Knowledge(s): History of Sabotage, Corrosive Compounds **Familiarities:** Standard **Specialties:** Electronic Entry [Breach]
Favored Item: Wasp [Marksmanship] **Nuances:** Adaptable (2), Temerity (2), Weak (1)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 14 **Credits:** 1550 GC

Pace 3

Abilities: Acrobatics (2), Bluff (6)*, Breach (7)*, Computers (5)*, Demolitions (5)*, Drive (1), Escape Artist (3), Etiquette (2), Insight (4), Language: Usarian (4), Marksmanship (2), K'u dori (3), Masquerade (5)*, Mechanic (5)*, Emergency Medicine (2), Pilot (1), Security (4)*, Sneak (5)*, Urban Survival (1), Wilderness Survival (2), Throw (2), Willpower (2)

* Core Abilities

Knowledge(s): History of Sabotage, Corrosive Compounds, Narcotics **Familiarities:** Standard **Specialties:** Electronic Entry [Breach]; Fusion Generators [Mechanic] **Favored Item:** Wasp [Marksmanship] **Nuances:** Adaptable (2), Temerity (2), Weak (1)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 14 **Credits:** 3150 GC

Pace 4

Abilities: Acrobatics (2), Bluff (9)*, Breach (9)*, Computers (8)*, Demolitions (8)*, Drive (1), Escape Artist (4), Etiquette (3), Insight (5), Language: Usarian (4), Marksmanship (2), K'u dori (3), Masquerade (7)*, Mechanic (7)*, Emergency Medicine (2), Pilot (1), Security (6)*, Sneak (8)*, Urban Survival (1), Wilderness Survival (2), Throw (2), Willpower (3)

* Core Abilities

Knowledge(s): History of Sabotage, Corrosive Compounds, Narcotics [Knockout Drugs] **Familiarities:** Standard
Specialties: Electronic Entry [Breach]; Fusion Generators [Mechanic] ; Hacking [Computers] **Favored Item:** Wasp [Marksmanship] **Nuances:** Adaptable (2), Temerity (2), Weak (1)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 14 **Credits:** 6350 GC

Pace 5

Abilities: Acrobatics (2), Bluff (10)*, Breach (10)*, Computers (9)*, Demolitions (9)*, Drive (1), Escape Artist (7), Etiquette (4), Insight (6), Language: Usarian (6), Marksmanship (3), K'u dori (3), Masquerade (8)*, Mechanic (9)*, Emergency Medicine (3), Pilot (2), Security (10)*, Sneak (10)*, Urban Survival (1), Wilderness Survival (3), Throw (3), Willpower (5)

* Core Abilities

Knowledge(s): History of Sabotage, Corrosive Compounds, Narcotics [Knockout Drugs], Poison **Familiarities:** Standard

Specialties: Electronic Entry [Breach]; Fusion Generators [Mechanic]; Hacking [Computers]; Disguise [Masquerade]

Favored Item: Wasp [Marksmanship] **Nuances:** Adaptable (2), Temerity (2), Weak (1), Eidetic Memory

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 14 **Credits:** 11925 GC

Equipment

Stunner (w/ Holonet Shoulder Holster), Wasp (w/ Holonet, left and right ankles), Healer Unit (w/ Belt Pouch), WristComm and TacSet, Street Clothing (w/ protective jacket and trousers)

Visual ID

Age: 18 **Hair:** Black **Eyes:** Dark Grey **Height:** 5'11" **Weight:** 105 lb **Sex:** Female **Ethnicity:** Japanese American

PHILLIPS, DAISHON

Archetype: Con-Artist/Hotshot

Path(s): *Bravado* — Daishon is larger than life, or at the very least always portrays himself that way. He's not the sort to wait around and find out what happens, nor to subtly manipulate circumstances to his advantage. *Robin Hood* — Daishon has an affinity for the underdog.

Habits: *Topper (Bravado)* — Dai can not resist one-upmanship; he loves to tell of his escapades, whether real or imagined. *Gadfly (Robin Hood)* — Dai sees himself as the underdog most of the time, especially in situations involving authority figures. He will always try to tweak their noses. *Underdog (Robin Hood)* — If there is a side in a conflict that appears weaker, especially if they haven't brought trouble on themselves, Dai will try to help that side and cause trouble for the other.

Pace 1

Abilities: Bluff (6)*, Breach (2), Convince (5)*, Drive (1), Grift (4)*, Insight (3), Interrogate (1), Intimidate (6)*, Investigate (1), Language: Usarian (5), Marksmanship (1), K'u dori (1), Emergency Medicine (1), Pilot (1), Security (1)*, Seduce (1)*, Sneak (2), Urban Survival (2), Wilderness Survival (1), Throw (1), Willpower (2)*

* Core Abilities

Knowledge(s): Games of Chance **Familiarities:** Standard **Specialties:** None **Favored Item:** Wasp

[Marksmanship] **Nuances:** Survived Physical Abuse, Fear of Drowning

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 750 GC

Tenets: *Strut (Bravado)* — Walk through the door like you own the place and people will treat you that way. *Level Field (Robin Hood)* — People deserve a level playing field and though it's The Man's job to ensure it stays level, usually The Man fails.

Aspirations: *Get Laid (Bravado) [minor]* — Of course, everyone back on the street believed Dai was no virgin. He made damn sure of that. But he would really love to actually get in the sack with someone, if for no other reason than to fuel his bravado. *Jailbreak (Robin Hood, Bravado) [minor]* — Daishon would love to be able to break out of jail and thumb his nose at his jailers.

History: Daishon was always small, but he never let that stop him. He inserted himself in with the older boys, taking their insults and their beatings, and giving back as best he could. The fifth and last child of a welfare mom who spent most of her time strung out in the back of their tiny apartment, Dai was used to being overlooked and used to being made scapegoat when he wasn't. At age 12 he deemed himself man enough to take on the world, and he left home, never to return. By the time he wandered into a World Shelter by accident three years later, he had established some impressive street cred and a precociously sophisticated view of

Pace 2

Abilities: Athletics (1), Bluff (6)*, Breach (3), Convince (5)*, Drive (1), Grift (4)*, Insight (3), Interrogate (1), Intimidate (7)*, Investigate (2), Language: Usarian (5), Marksmanship (2), K'u dori (2), Emergency Medicine (2), Pilot (1), Security (2)*, Seduce (1)*, Sneak (2), Urban Survival (2), Wilderness Survival (1), Throw (2), Willpower (3)*

* Core Abilities

Knowledge(s): Games of Chance, Hip Hop **Familiarities:** Standard **Specialties:** None **Favored Item:** Wasp [Marksmanship] **Nuances:** Survived Physical Abuse, Fear of Drowning, Temerity (1)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 12 **Credits:** 1550 GC

Pace 3

Abilities: Acrobatics (1), Athletics (2), Bluff (7)*, Breach (4), Convince (6)*, Drive (1), Grift (4)*, Insight (4), Interrogate (2), Intimidate (8)*, Investigate (3), Language: Usarian (6), Marksmanship (2), K'u dori (3), Emergency Medicine (3), Pilot (1), Security (3)*, Seduce (1)*, Sneak (2), Urban Survival (2), Wilderness Survival (1), Throw (2), Willpower (4)*

* Core Abilities

Knowledge(s): Games of Chance, Hip Hop, Hydrodynamics **Familiarities:** Standard **Specialties:** None **Favored Item:** Wasp [Marksmanship] **Nuances:** Survived Physical Abuse, Fear of Drowning, Temerity (1)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 12 **Credits:** 3150 GC

Pace 4

Abilities: Acrobatics (2), Athletics (3), Bluff (9)*, Breach (5), Convince (8)*, Drive (1), Grift (5)*, Insight (5), Interrogate (3), Intimidate (9)*, Investigate (4), Language: Usarian (6), Marksmanship (3), K'u dori (4), Emergency Medicine (4), Pilot (2), Security (5)*, Seduce (2)*, Sneak (3), Urban Survival (2), Wilderness Survival (1), Throw (2), Willpower (6)*

* Core Abilities

Knowledge(s): Games of Chance, Hip Hop, Hydrodynamics, Indie Comic Books **Familiarities:** Standard **Specialties:** None **Favored Item:** Wasp [Marksmanship] **Nuances:** Survived Physical Abuse, Fear of Drowning, Temerity (1)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 12 **Credits:** 3150 GC

the world that led to his eventual recruitment.

Notes: *Fear of Drowning* — calf high water makes him nervous; knee high water deserves much caution; waist high water he won't enter.

Pace 5

Abilities: Acrobatics (2), Athletics (3), Bluff (10)*, Breach (5), Convince (9)*, Drive (1), Grift (6)*, Insight (5), Interrogate (4), Intimidate (10)*, Investigate (5), Language: Usarian (7), Marksmanship (4), K'u dori (5), Emergency Medicine (4), Pilot (2), Security (7)*, Seduce (2)*, Sneak (3), Urban Survival (2), Wilderness Survival (1), Throw (2), Willpower (6)*

* Core Abilities

Knowledge(s): Games of Chance, Hip Hop, Hydrodynamics, Indie Comic Books, Street Gangs **Familiarities:** Standard

Specialties: None **Favored Item:** Wasp [Marksmanship] **Nuances:** Survived Physical Abuse, Fear of Drowning, Temerity (3), Charismatic (3)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 16 **Credits:** 12750 GC

Equipment

Stunner (w/ Holonet Shoulder Holster), Wasp (w/ Holonet, left and right ankles), Healer Unit (w/ Belt Pouch),
WristComm and TacSet, Street Clothing (w/ protective jacket and trousers)

Visual ID

Age: 17 **Hair:** Black **Eyes:** Grey **Height:** 5'4" **Weight:** 145 lb **Sex:** Male **Ethnicity:** All American

ROBINSON, JAMES

Archetype: Pilot/Engineer

Path(s): *Misdirection* — James is practiced at getting people to look away from what he doesn't want them to see.

Habit(s): *Shifty Eyes (Misdirection)* — James never looks at what he's actually paying attention to.

Tenet(s): *What's That Over There? (Misdirection)* — An ounce of misdirection is worth a pound of force.

History: Larry Norris, alias James Robinson, hit the streets after a run-in with the US DEA. He flew from his home in Cornwall, England, with his Uncle David, a pilot, and a second passenger, Gregory Wolf, to a small airport in Bangor, Maine. Mr. Wolf happened to be transporting cocaine. When the police tried to arrest them, James escaped, unwittingly with most of the coke in Mr. Wolf's suitcase. Wolf was carrying enough coke on his person to cement his and Uncle David's arrests. With David in jail (where he died mysteriously), James was alone in a strange country. He managed to survive off of proceeds from the liberated cocaine, practicing street magic, and some careful pilfering.

Notes: *Terrible Secret:* James is incredibly ashamed of where his money comes from. He has revealed his solvency and his past to no one, and actually carries the remainder of his drug proceeds (several hundred thousand dollars in large bills) stuffed into the liner of his motorcycle helmet. He is proud of his current role in the universe and fears the reprisals should his secret get out. *Storygate for Terrible Secret:* Hinges — get James on a motorcycle, get James in a motorcycle chase; Latch — James crashes, loses/breaks helmet; Effect — James' secret cash stash is revealed and his comrades may question its provenance.

Pace 1

Abilities: Acrobatics (1), Computers (1), Create (1), Demolitions (1), Drive (3)*, Electronics (1), Escape Artist (1), Fence (1), Insight (1), Language: Usarian (1), Marksmanship (1)*, K'u dori (1)*, Mechanic (2)*, Perform (1), Pilfer (2)*, Pilot (2)*, Pursue (1), Urban Survival (1), Wilderness Survival (1), Throw (1)

* Core Abilities

Knowledge(s): Racing Starships **Familiarities:** Standard; Handguns [Marksmanship]; Knives [Throw]; Magic Show [Perform]; Magic Props [Create]; Automatic and manual transmission earth autos, motorcycles, small boats, skateboards [Drive] **Specialties:** Sleight of Hand [Pilfer] **Nuances:** Dexterous (2), Deft (2), Pack Rat, Rich, Hyposomniac (4 hr), Terrible Secret, Boorish (2)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 2 **Chutzpah Cache:** 10 **Credits:** 750 GC

Pace 2

Abilities: Acrobatics (1), Computers (2), Create (1), Demolitions (2), Drive (5)*, Electronics (1), Escape Artist (2), Fence (2), Insight (2), Language: Usarian (1), Marksmanship (3)*, K'u dori (3)*, Mechanic (4)*, Perform (1), Pilfer (4)*, Pilot (4)*, Pursue (1), Urban Survival (1), Wilderness Survival (1), Throw (1)

* Core Abilities

Knowledge(s): Racing Starships, History of Magic **Familiarities:** Standard; Handguns [Marksmanship]; Knives [Throw]; Magic Show [Perform]; Magic Props [Create]; Automatic and manual transmission earth autos, motorcycles, small boats, skateboards [Drive] **Specialties:** Sleight of Hand [Pilfer] **Nuances:** Dexterous (2), Deft (2), Pack Rat, Rich, Hyposomniac (4 hr), Terrible Secret, Boorish (2)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 2 **Chutzpah Cache:** 10 **Credits:** 1550 GC

Pace 3

Abilities: Acrobatics (1), Computers (2), Create (1), Demolitions (4), Drive (5)*, Electronics (2), Escape Artist (3), Fence (3), Insight (4), Language: Usarian (1), Marksmanship (4)*, K'u dori (4)*, Mechanic (6)*, Perform (1), Pilfer (5)*, Pilot (6)*, Pursue (2), Sneak (1), Urban Survival (1), Wilderness Survival (1), Throw (1)

* Core Abilities

Knowledge(s): Racing Starships, History of Magic, History of personal transportation across the Union **Familiarities:** Standard; Handguns [Marksmanship]; Knives [Throw]; Magic Show [Perform]; Magic Props [Create]; Automatic and manual transmission earth autos, motorcycles, small boats, skateboards [Drive] **Specialties:** Sleight of Hand [Pilfer] **Nuances:** Dexterous (2), Deft (2), Pack Rat, Rich, Hyposomniac (4 hr), Terrible Secret, Boorish (2)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 3150 GC

Equipment

Stunner (w/ Holonet Shoulder Holster), Wasp (w/ Holonet, left and right ankles), Healer Unit (w/ Belt Pouch), WristComm and TacSet, Street Clothing (w/ protective jacket and trousers)

Pace 4

Abilities: Acrobatics (1), Computers (2), Create (1), Demolitions (5), Drive (6)*, Electronics (2), Escape Artist (3), Fence (3), Insight (4), Language: Usarian (1), Marksmanship (5)*, K'u dori (5)*, Mechanic (6)*, Perform (1), Pilfer (6)*, Pilot (9)*, Pursue (2), Sneak (1), Urban Survival (1), Wilderness Survival (1), Throw (2)

* Core Abilities

Knowledge(s): Racing Starships, History of Magic, History of personal transportation across the Union, Conspiracy Theories
Familiarities: Standard; Handguns [Marksmanship]; Knives [Throw]; Magic Show [Perform]; Magic Props [Create]; Automatic and manual transmission earth autos, motorcycles, small boats, skateboards [Drive] **Specialties:** Sleight of Hand [Pilfer] **Nuances:** Dexterous (3), Deft (3), Pack Rat, Rich, Hyposomniac (4 hr), Terrible Secret, Boorish (2)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 2 **Chutzpah Cache:** 10 **Credits:** 6350 GC

Pace 5

Abilities: Acrobatics (1), Computers (3), Create (2), Demolitions (7), Drive (10)*, Electronics (2), Escape Artist (3), Fence (3), Insight (7), Language: Usarian (3), Marksmanship (8)*, K'u dori (6)*, Mechanic (8)*, Perform (4), Pilfer (8)*, Pilot (10)*, Pursue (3), Sneak (2), Urban Survival (1), Wilderness Survival (1), Throw (5)

* Core Abilities

Knowledge(s): Racing Starships, History of Magic, History of personal transportation across the Union, Conspiracy Theories, Orbital Mechanics **Familiarities:** Standard; Handguns [Marksmanship]; Knives [Throw]; Magic Show [Perform]; Magic Props [Create]; Automatic and manual transmission earth autos, motorcycles, small boats, skateboards [Drive] **Specialties:** Sleight of Hand [Pilfer]; Repulsor Engines [Mechanic] **Nuances:** Dexterous (3), Deft (3), Pack Rat, Rich, Hyposomniac (4 hr), Terrible Secret, Boorish (2)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 2 **Chutzpah Cache:** 10 **Credits:** 12750 GC

Visual ID

Age: 17 **Hair:** Black **Eyes:** Grey **Height:** 5'4" **Weight:** 145 lb **Sex:** Male **Ethnicity:** All American

ROUNDHOUSE, DRAKE

Archetype: Martial Artist/Weapons Master

Path(s): *Impetuosity* — Drake rarely stops to consider his actions. He prefers action over contemplation. (Impetuous [Merriam-Webster]²³ 1 : marked by impulsive vehemence or passion <an *impetuous* temperament> 2 : marked by force and violence of movement or action <an *impetuous* wind>)

Habit(s): *Mêlée over Missiles (Impetuosity)* — Given the choice, Drake will always engage in mêlée instead of ranged combat.

Tenet(s): *Talk is Meaningless (Impetuosity)* — Talk gets you nowhere way too slowly; act now, ask questions later.

²³ impetuous. (2009). In *Merriam-Webster Online Dictionary*.

Retrieved June 1, 2009, from <http://www.merriam-webster.com/dictionary/impetuous>

History: Drake's past is a mystery. He has not revealed to anyone (perhaps even himself) his reasons for being on the run. Before being accepted for training, Drake made his living as a street fighter.

Pace 1

Abilities: Acrobatics (4)*, Athletics (2), Drive (1), Escape Artist (1), Insight (1), Intimidate (3)*, Language: Usarian (1), Marksmanship (4)*, Martial Arts: K'u dori (1), Martial Arts: Mixed (4)*, Military Science (2), Perform (1), Pilot (2), Sneak (1), Urban Survival (1), Wilderness Survival (1), Throw (2)*

* Core Abilities

Knowledge(s): Historic Weapons of the Galaxy **Familiarities:** Standard; Dance [Perform] **Favored Item:** Dual Stun Batons [Martial Arts: Mixed] **Nuances:** Fast (1), Nimble (2), Perceptive (1), Quick Healer (1), Dull (1), Hardy (2), Tough (2), Strong (2), Temerity (1), Threatening (3), Ambidextrous

Stun Points: 21 **Wound Points:** 21 **Argument Points:** 15 **Stress Sump:** 2 **Chutzpah Cache:** 12 **Credits:** 750 GC

Pace 2

Abilities: Acrobatics (5)*, Athletics (4), Drive (1), Escape Artist (1), Insight (1), Intimidate (7)*, Language: Usarian (1), Marksmanship (5)*, Martial Arts: K'u dori (1), Martial Arts: Mixed (5)*, Military Science (3), Perform (2), Pilot (3), Sneak (1), Urban Survival (1), Wilderness Survival (1), Throw (3)*

* Core Abilities

Knowledge(s): Historic Weapons of the Galaxy, Architecture **Familiarities:** Standard; Dance [Perform] **Favored Item:** Dual Stun Batons [Martial Arts: Mixed] **Nuances:** Fast (1), Nimble (2), Perceptive (1), Quick Healer (1), Dull (1), Hardy (2), Tough (2), Strong (2), Temerity (1), Threatening (3), Ambidextrous

Stun Points: 21 **Wound Points:** 21 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 12 **Credits:** 1550 GC

Pace 3

Abilities: Acrobatics (7)*, Athletics (5), Drive (1), Escape Artist (2), Insight (1), Intimidate (8)*, Language: Usarian (1), Marksmanship (6)*, Martial Arts: K'u dori (1), Martial Arts: Mixed (6)*, Military Science (4), Perform (3), Pilot (3), Sneak (1), Urban Survival (1), Wilderness Survival (1), Throw (5)*

* Core Abilities

Knowledge(s): Historic Weapons of the Galaxy, Architecture, Historic Battles of the Galaxy **Familiarities:** Standard; Perform: Dance **Specialties:** Acrobatics: Parkour **Favored Item:** Martial Arts: Dual Stun Batons **Nuances:** Fast (1), Nimble (2), Perceptive (2), Quick Healer (1), Dull (1), Hardy (2), Tough (2), Strong (2), Temerity (1), Threatening (3), Ambidextrous

Stun Points: 21 **Wound Points:** 21 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 12 **Credits:** 3150 GC

Pace 4

Abilities: Acrobatics (8)*, Athletics (6), Drive (1), Escape Artist (3), Insight (2), Intimidate (9)*, Language: Usarian (2), Marksmanship (7)*, Martial Arts: K'u dori (1), Martial Arts: Mixed (7)*, Military Science (5), Perform (4), Pilot (4), Sneak (2), Urban Survival (1), Wilderness Survival (1), Throw (6)*, Willpower (1)

* Core Abilities

Knowledge(s): Historic Weapons of the Galaxy, Architecture, Historic Battles of the Galaxy [The Cholak War] **Familiarities:** Standard; Dance [Perform] **Favored Item:** Dual Stun Batons [Martial Arts: Mixed] **Specialties:** Parkour [Acrobatics] **Nuances:** Fast (1), Nimble (2), Perceptive (2), Quick Healer (1), Dull (1), Hardy (3), Tough (2), Strong (2), Temerity (1), Threatening (3), Ambidextrous

Stun Points: 24 **Wound Points:** 21 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 6350 GC

Pace 5

Abilities: Acrobatics (9)*, Athletics (6), Drive (1), Escape Artist (4), Insight (2), Intimidate (10)*, Language: Usarian (3), Marksmanship (8)*, Martial Arts: K'u dori (1), Martial Arts: Mixed (8)*, Military Science (6), Perform (5), Pilot (4), Sneak (3), Urban Survival (1), Wilderness Survival (1), Throw (6)*, Willpower (2)

* Core Abilities

Knowledge(s): Historic Weapons of the Galaxy, Architecture, Historic Battles of the Galaxy [The Cholak War], Sports Bars of the Galaxy **Familiarities:** Standard; Dance [Perform] **Favored Item:** Dual Stun Batons [Martial Arts: Mixed] **Specialties:** Parkour [Acrobatics] **Nuances:** Fast (2), Nimble (3), Perceptive (3), Quick Healer (1), Dull (1), Hardy (3), Tough (3), Strong (2), Temerity (1), Threatening (3), Ambidextrous

Stun Points: 24 **Wound Points:** 24 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 12750 GC

Equipment

Stunner (w/ Holonet Shoulder Holster), Stun Baton (left and right Holonet leg sheath), Healer Unit (w/ Belt Pouch), WristComm and TacSet, Street Clothing (w/ protective jacket and trousers)

Visual ID

Age: 18 **Hair:** Sandy Blonde **Eyes:** Hazel **Height:** 5'6" **Weight:** 155 lb **Sex:** Male **Ethnicity:** White

SHAERDROERN, SEBASTIAN

Archetype: Pilot/Con-Artist

Path(s): *Illusion* — Seb 'knows' how the world works, but doesn't really believe it. He's sure everything is just a big illusion, and there's 'something else' going on. *Thrill Seeker* — Seb was a bit of a slacker during training, and most of his adolescent life, truth be told. In an effort to

Pace 1

Abilities: Bluff (5)*, Command (1), Computers (5)*, Drive (3)*, Forgery (4)*, Grift (5)*, Insight (5)*, Investigate (2), Language: Usarian (3), Marksmanship (1), Martial Arts: K'u dori (1), Masquerade (5)*, Pilfer (2), Pilot (5)*, Sneak (1), Urban Survival (1), Wilderness Survival (1), Throw (1), Willpower (2)

* Core Abilities

Knowledge(s): Business **Familiarities:** Standard **Nuances:** Rich, Charismatic (1), Minor Phobia: Mines, Caves, Caverns

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 750 GC

Pace 2

Abilities: Bluff (6)*, Command (1), Computers (6)*, Drive (4)*, Forgery (5)*, Grift (6)*, Insight (6)*, Investigate (3), Language: Usarian (3), Marksmanship (2), Martial Arts: K'u dori (2), Masquerade (6)*, Pilfer (3), Pilot (6)*, Sneak (1), Urban Survival (1), Wilderness Survival (1), Throw (1), Willpower (2)

* Core Abilities

Knowledge(s): Business, Precious Gems **Familiarities:** Standard **Nuances:** Rich, Charismatic (1), Minor Phobia: Mines, Caves, Caverns

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 1550 GC

Pace 3

Abilities: Bluff (7)*, Command (1), Computers (7)*, Drive (5)*, Forgery (6)*, Grift (8)*, Insight (7)*, Investigate (3), Language: Usarian (5), Marksmanship (3), Martial Arts: K'u dori (2), Masquerade (7)*, Pilfer (4), Pilot (7)*, Sneak (2), Urban Survival (1), Wilderness Survival (1), Throw (2), Willpower (3)

* Core Abilities

Knowledge(s): Business, Precious Gems, Osnian Ballet **Familiarities:** Standard **Specialties:** Forgery [Entry Passes], Masquerade [Disguises] **Nuances:** Rich, Charismatic (1), Minor Phobia: Mines, Caves, Caverns

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 3150 GC

Pace 4

Abilities: Bluff (7)*, Command (1), Computers (7)*, Drive (5)*, Forgery (6)*, Grift (8)*, Insight (7)*, Investigate (3), Language: Usarian (5), Marksmanship (3), Martial Arts: K'u dori (2), Masquerade (7)*, Pilfer (4), Pilot (7)*, Sneak (2), Urban Survival (1), Wilderness Survival (1), Throw (2), Willpower (3)

* Core Abilities

Knowledge(s): Business, Precious Gems, Osnian Ballet, Brewing **Familiarities:** Standard **Specialties:** Forgery [Entry Passes], Masquerade [Disguises] **Nuances:** Rich, Charismatic (1), Minor Phobia: Mines, Caves, Caverns

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 6350 GC

Pace 5

Abilities: Bluff (7)*, Command (1), Computers (7)*, Drive (5)*, Forgery (6)*, Grift (8)*, Insight (7)*, Investigate (3), Language: Usarian (5), Marksmanship (3), Martial Arts: K'u dori (2), Masquerade (7)*, Pilfer (4), Pilot (7)*, Sneak (2), Urban Survival (1), Wilderness Survival (1), Throw (2), Willpower (3)

* Core Abilities

Knowledge(s): Business, Precious Gems, Osnian Ballet, Brewing [Beer] **Familiarities:** Standard **Specialties:** Forgery [Entry Passes], Masquerade [Disguises] **Nuances:** Rich; Charismatic (1); Minor Phobia: Mines, Caves, Caverns; Temerity (2); Tough (1); Hardy (1); Resolute (1)

Stun Points: 18 **Wound Points:** 18 **Argument Points:** 18 **Stress Sump:** 0 **Chutzpah Cache:** 14 **Credits:** 12750 GC

engage his interest he was given extra instruction in driving and piloting. He loved it. Especially the going fast part. And the death defying stunts.

Habit(s): *Pathological Liar (Illusion)* — Sebastian routinely 'adds to the grand illusion' that he believes underlies the world. *Counting Coup (Thrill Seeker)* — Seb takes every opportunity to engage other drivers and pilots, or even pedestrians, in games of chicken, tower buzzes, and various other close call scenarios.

Tenet(s): *Morally Ambiguous (Illusion)* — Taking the 'right' approach to any problem seems rather silly. Since it's much easier to con his way through life, and since he's seen no particular evidence that going through the motions will get him anywhere, why shouldn't he cheat now and then to get ahead? *Not a Drone (Thrill Seeker)* — Life is too short to plod through it like a drone.

Aspiration: To race in the Indy 500 or its off-world equivalent.

Equipment

Stunner (w/ Holonet Shoulder Holster), Stun Baton (w/ Holonet leg sheath), Healer Unit (w/ Belt Pouch), WristComm and TacSet, Street Clothing (w/ protective jacket and trousers)

Visual ID

Age: 18 **Hair:** Brown **Eyes:** Brown **Height:** 5'10" **Weight:** 180 lb **Sex:** Male **Ethnicity:** White, german ancestry

History: The Shaerdroern family made its fortune in mining, smelting, and other industrial processes rather important to Germany during the second great war. Somehow they escaped persecution and theft of properties following Germany's loss of said war (it pays to pay friends in high places), but fearing their influence would run out before the Allies left Germany alone, they fled to America (with all of their wealth, naturally).

When Sebastian was born, it was to a life of luxury, in which he gladly indulged. His parents, not happy with their slacker son, devised a variety of schemes to get him to move his bum and do some work. All they succeeded in doing was causing him to run away from home (with a healthy new Swiss Bank Account they knew nothing about). Sebastian hit the streets, and meandered his way to New York, the city of opportunity — especially for street rats.

Having almost no skills of his own, Sebastian fell in with a talented con artist, and convinced him to teach his trade. Having never actually learned anything before, Seb had to invent a new con on the fly: giving his mentor small bits of his personal fortune in an attempt to appear competent at swindling cash from innocent New Yorkers. It worked, and in a few months he was able to get his cash 'legitimately' and stop reaching into his own funds.

When Sebastian eventually found the shelter — and swindled a space in the girls ward — he was recognized as an interesting candidate for recruitment. Among other gifts given to him by the PPC, he was taught the Thalock language (or at least the best the PPC could learn), in the hopes that maybe someday his con games would aid him against the enemy.

Notes: *Phobia:* When Sebastian was five, his father decided to show him what 'a good, hard, honest day's work' was. He brought Seb to one of the family's coal mines in South Africa. Seb was disgusted by the working conditions and the effort that went into this 'honest work', and absolutely terrified by the claustrophobic conditions. When he wandered off and got lost in the dark, he nearly fainted from fright. He decided that day that honest work was not for him. While he has learned since then what hard work actually means, the sight of a mine shaft or cavern entrance still petrifies him.

STRAENG, NATALA

Archetype: Hacker/Psychic

Path(s): *Hedonism* — Out of necessity, Natala lead a rather ascetic life on the streets. Now that she has a stable means of existence, she indulges herself whenever she can. *Selflessness* — Natala loves to share her good fortune.

Habit(s): *If it feels good, do it again (Hedonism)* — Natala will always immediately repeat any action that gives her pleasure. *Twice as Nice (Selflessness)* — Natala always tries to drag a companion along on her escapades. "Hey, it'll be twice as fun!"

Tenet(s): *Livin' Large (Hedonism)* — I deserve to live life while I'm young enough to enjoy it, and to hell with the consequences. *Share Alike (Selflessness)* — Everyone deserves a chance at life's pleasures, and it's my job to see they get that chance.

History: Born of an Azerbaijani mother and a Swedish father, Natala spent her early life in Baku, the capitol of Azerbaijan, where her father worked as an IT specialist for a medium sized oil company. A freak accident on the job site robbed Natala of her father at age 12, and her

Pace 1

Abilities: Bluff (2), Computers (5)*, Drive (1), Empathy (2)*, Insight (3)*, Language: Usarian (2), Marksmanship (2), Martial Arts: K'u dori (1), Pilot (1), Precognition (2), Security (1), Sneak (1), Urban Survival (1), Wilderness Survival (1), Telæsthesia (2)*, Telegnosis (2)*, Throw (1), Willpower (2)

* Core Abilities

Knowledge(s): Obsolete Computing Languages **Familiarities:** Standard **Specialties:** Hacking [Computers] **Nuances:** Psychic, Broken by Physical and Psychological Abuse

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 750 GC

Pace 2

Abilities: Bluff (3), Computers (6)*, Drive (1), Empathy (3)*, Insight (6)*, Language: Usarian (2), Marksmanship (3), Martial Arts: K'u dori (1), Pilot (1), Precognition (2), Security (3), Sneak (1), Urban Survival (1), Wilderness Survival (1), Telæsthesia (3)*, Telegnosis (3)*, Throw (1), Willpower (2)

* Core Abilities

Knowledge(s): Obsolete Computing Languages, Massage Therapy **Familiarities:** Standard **Specialties:** Hacking [Computers] **Nuances:** Psychic, Broken by Physical and Psychological Abuse

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 1550 GC

Pace 3

Abilities: Bluff (4), Computers (7)*, Drive (1), Empathy (5)*, Insight (7)*, Language: Usarian (4), Marksmanship (3), Martial Arts: K'u dori (1), Pilot (1), Precognition (2), Security (3), Sneak (1), Urban Survival (1), Wilderness Survival (1), Telæsthesia (5)*, Telegnosis (5)*, Throw (1), Willpower (3)

* Core Abilities

Knowledge(s): Obsolete Computing Languages, Massage Therapy, Amusement rides of the Galaxy **Familiarities:** Standard **Specialties:** Hacking [Computers] **Nuances:** Psychic, Broken by Physical and Psychological Abuse

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 2 **Chutzpah Cache:** 10 **Credits:** 3150 GC

mother, wracked with grief and despair, took her frustration with life out on Natala. It started with psychological abuse, centered around Natala as the cause of her own father's death — a ridiculous proposal, but one difficult for a young woman to deny — and quickly escalated to physical abuse. Her mother's inability to cope with her father's death also robbed Natala of a decent life off the streets. Natala was forced in her early teens to fend for herself and her mother in the streets of the Old City district of Baku. While most of her livelihood came from the usual street sources, she did manage to score a few hacking jobs using the old laptop she had managed to keep her mother from selling off. That and her budding ability for Precognition kept them from starving, even if it didn't provide basic luxuries.

Following her mother's death from pneumonia Natala began to move around the country and finally west through Armenia, Turkey and into Greece, where she found herself in the Athens World Shelter.

Notes: Natala is fluent in Azerbaijani and Swedish, and understands English at PL4.

Pace 4

Abilities: Bluff (5), Computers (8)*, Drive (1), Empathy (7)*, Insight (8)*, Language: Usarian (4), Marksmanship (4), Martial Arts: K'u dori (1), Pilot (1), Precognition (2), Security (4), Sneak (1), Urban Survival (1), Wilderness Survival (1), Telæsthesia (7)*, Telegnosis (7)*, Throw (2), Willpower (5)

* Core Abilities

Knowledge(s): Obsolete Computing Languages, Massage Therapy, Amusement rides of the Galaxy, Gourmet Restaurants of the Galaxy **Familiarities:** Standard **Specialties:** Hacking [Computers] **Nuances:** Psychic, Broken by Physical and Psychological Abuse

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 2 **Chutzpah Cache:** 10 **Credits:** 6350 GC

Pace 5

Abilities: Bluff (5), Computers (9)*, Drive (1), Empathy (8)*, Insight (9)*, Language: Usarian (6), Marksmanship (4), Martial Arts: K'u dori (4), Pilot (1), Precognition (3), Security (5), Sneak (3), Urban Survival (1), Wilderness Survival (1), Telæsthesia (8)*, Telegnosis (8)*, Throw (3), Willpower (6)

* Core Abilities

Knowledge(s): Obsolete Computing Languages, Massage Therapy, Amusement rides of the Galaxy, Gourmet Restaurants of the Galaxy, Galactic Night Spots **Familiarities:** Standard **Specialties:** Hacking [Computers] **Nuances:** Psychic, Broken by Physical and Psychological Abuse, Hardy (1), Tough (1), Resolute (1)

Stun Points: 18 **Wound Points:** 18 **Argument Points:** 18 **Stress Sump:** 2 **Chutzpah Cache:** 10 **Credits:** 12750 GC

Equipment

Stunner (w/ Holonet Shoulder Holster), Stun Baton (w/ Holonet leg sheath), Healer Unit (w/ Belt Pouch), WristComm and TacSet, Street Clothing (w/ protective jacket and trousers)

Visual ID

Age: 20 **Hair:** Brunette **Eyes:** Hazel **Height:** 5'11" **Weight:** 160 lb **Sex:** Female **Ethnicity:** Azerbaijani/Swedish

ZINKOWSKI, MARTHA

Archetype: Counselor/Leader

Path(s): *Guardianship* — Mat lost her younger brother to illness while they were living alone on the streets. Her inability to protect him has haunted her ever since, and has made her somewhat over-protective of her friends.

Habit(s): *Mother Hen (Guardianship)* — I always protect those younger than me, whether they like it or not.

Tenet(s): *Protect the Innocent (Guardianship)* — The innocent need to be protected from corruption.

History: Mat and her brother Pat lived on the streets with their mother for as long as Mat can remember. Even at a very young age she would be left alone in some quasi-secure place while her mother went off to earn a living turning tricks. One night, when Mat was ten, she never came back. From then on, Mat did everything she could to keep herself and Pat fed and protected. But eventually Pat fell ill with one of the many childhood diseases that modern

Pace 1

Abilities: Acrobatics (4)*, Command (2), Counsel (3), Drive (1), Insight (3), Investigate (3), Language: Usarian (1), Marksmanship (3)*, Martial Arts: K'u dori (4)*, Pilot (1), Urban Survival (2), Wilderness Survival (1), Throw (3)*, Willpower (4)*

* Core Abilities

Knowledge(s): Women's Gymnastics **Familiarities:** Standard **Favored Items:** Stunner [Marksmanship]

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 750 GC

Pace 2

Abilities: Acrobatics (5)*, Command (3), Counsel (5), Drive (1), Insight (3), Investigate (4), Language: Usarian (3), Marksmanship (3)*, Martial Arts: K'u dori (5)*, Pilot (1), Urban Survival (2), Wilderness Survival (1), Throw (3)*, Willpower (5)*

* Core Abilities

Knowledge(s): Women's Gymnastics, Rugby **Familiarities:** Standard **Favored Items:** Stunner [Marksmanship]

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 2 **Chutzpah Cache:** 10 **Credits:** 1550 GC

Pace 3

Abilities: Acrobatics (6)*, Command (3), Counsel (5), Drive (1), Insight (4), Investigate (5), Language: Usarian (3), Marksmanship (4)*, Martial Arts: K'u dori (6)*, Pilot (1), Urban Survival (2), Wilderness Survival (1), Throw (5)*, Willpower (5)*

* Core Abilities

Knowledge(s): Women's Gymnastics, Rugby, Analytical Psychology **Familiarities:** Standard **Specialties:** Gymnastics [Acrobatics] **Favored Items:** Stunner [Marksmanship] **Nuances:** Comforting (2)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 3150 GC

medicine usually has no trouble treating. Try as she might, Pat slipped away from her one day, his fever finally getting the better of him. She wandered the streets, incoherent, for an unknown time before she was spotted by one of the Shelter's roving Helping Hand Vans. They took her in, cleaned her up, and started to bring back her mind. She vowed to pay back the Shelter for their kindness, and ended up as a recruit for the PPC.

Pace 4

Abilities: Acrobatics (6)*, Command (3), Counsel (5), Drive (1), Insight (4), Investigate (5), Language: Usarian (3), Marksmanship (4)*, Martial Arts: K'u dori (6)*, Pilot (1), Urban Survival (2), Wilderness Survival (1), Throw (5)*, Willpower (5)*

* Core Abilities

Knowledge(s): Women's Gymnastics, Rugby, Analytical Psychology, Trillid Philosophy **Familiarities:** Standard **Specialties:** Gymnastics, Contortions [Acrobatics] **Favored Items:** Stunner [Marksmanship] **Nuances:** Comforting (2)

Stun Points: 15 **Wound Points:** 15 **Argument Points:** 15 **Stress Sump:** 0 **Chutzpah Cache:** 10 **Credits:** 6350 GC

Pace 5

Abilities: Acrobatics (9)*, Athletics (2), Command (6), Counsel (8), Drive (1), Forensics (2), Insight (6), Interrogate (2), Investigate (6), Language: Usarian (3), Marksmanship (6)*, Martial Arts: K'u dori (8)*, Pilot (3), Urban Survival (2), Wilderness Survival (1), Throw (6)*, Willpower (5)*

* Core Abilities

Knowledge(s): Women's Gymnastics, Rugby, Analytical Psychology, Trillid Philosophy, Counseling Psychology

Familiarities: Standard **Specialties:** Gymnastics, Contortions [Acrobatics] **Favored Items:** Stunner [Marksmanship]

Nuances: Comforting (3), Hardy (2), Tough (2), Resolute (2)

Stun Points: 21 **Wound Points:** 21 **Argument Points:** 21 **Stress Sump:** 2 **Chutzpah Cache:** 10 **Credits:** 12750 GC

Equipment

Stunner (w/ Holonet Shoulder Holster), Stun Staff (w/ Holonet leg sheath), Wasp (w/ Holonet ankle holster), Healer Unit (w/ Belt Pouch), WristComm and TacSet, Street Clothing (w/ protective jacket and trousers)

Visual ID

Age: 17 **Hair:** Chestnut **Eyes:** Green **Height:** 5'10" **Weight:** 150 lb **Sex:** Female **Ethnicity:** All American