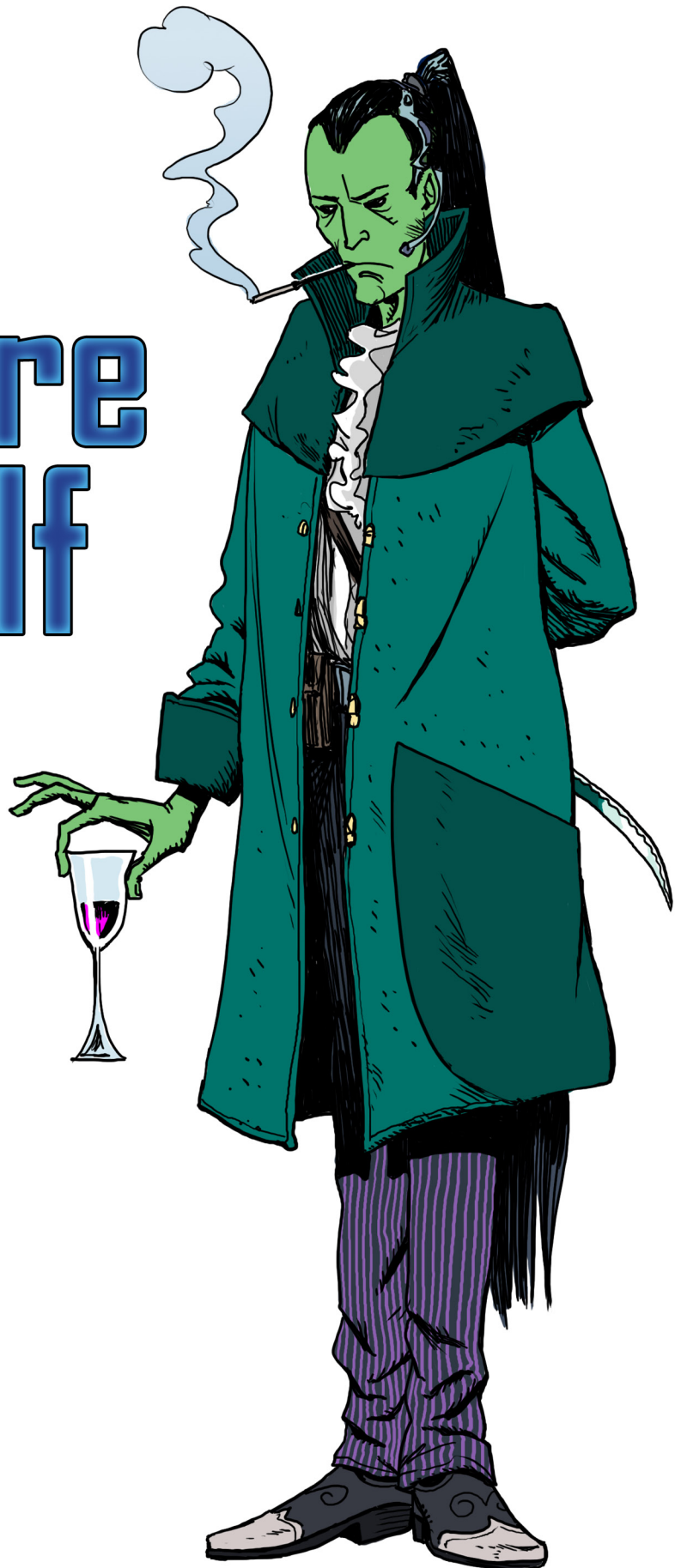


BULLDOGS!
SCI-FI THAT KICKS ASS

Getting There Is Half the Fun

**Adventure
Scenario**

by
**Brennan
Taylor**



How to Run an Adventure in Bulldogs!

There's something of a trick to running an adventure scenario using the FATE system. This is a brief introduction for GMs like you who are going to present an adventure to your players.

Unlike a lot of game systems, FATE allows players to take a very flexible and often unpredictable approach to problem solving. For example, a party confronted with a reluctant witness is going to handle the obstacle very differently if it is led by an incorrigible con artist than if the party is led by a veteran pit fighter.

Because of this, the scenarios that we're releasing for **Bulldogs!** present not a step-by-step plot, but instead a series of challenges called **Problems** that you, as the GM, use to confront the players with opposition.

Each Problem includes a situation and possibly some characters that create an obstacle for the player characters. Guidelines on how to handle some of the more predictable methods that players

use to bypass the Problem are described, such as Difficulty numbers for skill checks, stunts and skills that the non-player characters have, etc.

The key to running FATE is flexibility. You need to be ready to roll with what the players try to do. Players may throw you for a loop by taking a completely unexpected action, or bypassing the Problem altogether. That's OK! If the players take you by surprise and do something nobody anticipated, just set a Difficulty for them and let it roll. If the players bypass a Problem completely, move it to a point later in the session, or just toss it out completely.

Despite all this, you've got a powerful tool in your arsenal to get the players to engage with a Problem. Grab an aspect on one of the characters confronted by the Problem and compel it! Players are going to be happy to dig into the complications if they get a fate point for it. If your players are familiar with FATE, they might even do this to themselves when you put a Problem in their way.

What's in This Adventure

Each adventure scenario for **Bulldogs!** includes a basic setup, usually a delivery assigned by TransGalaxy.

Following the basic setup is a series of Problems. These are presented in the most likely order the characters will encounter them, but like we said before, don't feel like you have to give them to your players in order. Mix them up, move them around, whatever makes sense for your group and for the consequences of the actions they take to solve earlier Problems.

Next, you'll find the non-player characters from the adventure mostly filled out. These non-player characters are missing some of the skills at the bottom of their list. Feel free to fill in a skill they are missing if you need it in play.

You'll also see that there are four sets of these characters. Each set is for a different starting power level. The page numbers are repeated so you can find the right character based on the reference earlier in the adventure, but discard or ignore the non-player characters for the power levels that don't match your players' characters.

Lastly, we have a page of player handouts with aspects described in the adventure set apart and easy to print out and cut up. It's a lot easier just to slap a card or bit of paper with the aspect printed out than to have to write down all these aspects yourself. Use the handouts if it makes your life easier, we find them extremely useful when we run these adventures at conventions.



Open Game License Version 1.0a

The following license text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- 10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- 12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

- 13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- 14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Fudge 10th Anniversary Edition Copyright 2005, Grey Ghost Press, Inc.; Authors Steffan O'Sullivan and Ann Dupuis, with additional material by Jonathan Benn, Peter Bonney, Deird'Re Brooks, Reimer Behrends, Don Bisdorf, Carl Cravens, Shawn Garbett, Steven Hammond, Ed Heil, Bernard Hsiung, J.M. "Thijs" Krijger, Sedge Lewis, Shawn Lockard, Gordon McCormick, Kent Matthewson, Peter Mikelsons, Robb Neumann, Anthony Roberson, Andy Skinner, William Stoddard, Stephan Szabo, John Ughrin, Alex Weldon, Duke York, Dmitri Zagidulin

Fate (Fantastic Adventures in Tabletop Entertainment) Copyright 2003 by Evil Hat Productions, LLC. Authors Robert Donoghue and Fred Hicks.

Spirit of the Century Copyright 2006 by Evil Hat Productions, LLC. Authors Robert Donoghue, Fred Hicks, and Leonard Balseira

Bulldogs! Copyright © 2011 Brennan Taylor/Galileo Games. All rights reserved.

Bulldogs! created by Eric Coble, Chuck Cooley, Robert Cooley, Nathan Crowder, and C. Austin Hogan.

Cover illustration © 2011 Kurt Komoda.

OPEN GAME CONTENT

The contents of this document are declared Open Game Content except for the portions specifically declared as Product Identity. Non-rules related elements of the setting included in the core rulebook, including capitalized names, organization names, characters, historical events, organizations, and the ten core species, are Open Game Content.

PRODUCT IDENTITY

All artwork, logos, symbols, designs, depictions, illustrations, maps and cartography, likenesses, and other graphics, unless specifically identified as Open Game Content, capitalized names and characters, as well as rules-related elements of the proprietary setting, such as aspects and species abilities associated with setting elements, are to be considered Product Identity and subject to copyright.

<http://galileogames.com/bulldogs-fate>



Getting There Is Half the Fun

Time to make another pickup for TransGalaxy. This one looks like a standard delivery, heavy munitions to a war zone. You're not expecting any trouble until you reach the destination, a planet in the grips of a five-way civil war. Getting the cargo and loading it on the ship should be the easy part, right?

Setup: Arsubaran Pickup

Time for another delivery! This pickup is from the central TransGalaxy hub on the surface of **Arsubar**. They generally send you there when the cargo is bulky or volatile, and this time is no exception.

Your usual TransGalaxy dispatch agent, Thomas, meets you at the landing pad with your manifest. Four full pallets of heavy munitions, heading for the Frontier planet of Zelithorna. Thomas, friendly as ever, is happy to chat as you sign off. It takes little prompting to get him to reveal that Zelithorna is in the grips of a system-wide civil war with no fewer than five factions. He good-naturedly warns you to watch out when you get there, since several of the factions will no doubt want to seize your cargo. Good luck!

TEEMING WITH PEOPLE

Invoke: if you need to find a professional of any stripe, you likely won't have any trouble, "An archaeologist specializing in third century Dolom architecture? Try Professor Grioc at the Arsubaran Polytechnic Institute."

Compel: finding a specific person can be tough, "Gorgor was here a few days ago, but I don't know where he's staying now."

EVERYONE COMES TO ARSUBAR

Invoke: you may see a friendly face, "Doran! I didn't know you were working corporate security now."

Compel: sometimes people come to Arsubar you don't want to see, "Mr. Slightly, fancy meeting you here. Look, I'll have the money soon. That's why I came here, to get a job!"

CONSTANT TRAFFIC

Invoke: it's easy to melt away in the shuffle, "Where'd she go? I can't see her in this crowd."

Compel: chasing after other people is difficult, "Damn it! I got cut off and lost him."

Unfortunately, the cargo is not waiting at the landing pad. The crew needs to go pick it up at one of the TransGalaxy warehouses, **Warehouse 182**, located in the notorious **Left Fist** district, a slum rife with crime and dangerous gangs. Left Fist also has really low rents. You wouldn't believe how cheap it is for TransGalaxy to lease that warehouse!

Problem: But You Already Picked It Up

Once the crew reaches TransGalaxy Warehouse 182, though, there is a small problem. The warehouse dispatcher, a vile, greasy, overweight Arsubaran named **Nick Zantholian**, (pg. 5), expresses surprise when given the cargo manifest.

"What? You already picked this up. An hour ago."

When contradicted, Nick shows them the pickup receipt, clearly signed in their captain's name and listing their own ship. The signature is a complete forgery, absolutely no attempt was made to make it resemble the captain's actual signature.

Nick really doesn't care that the cargo was given to the wrong crew. He's completely unhelpful and unresponsive to friendly questions or overtures and shuts his little window. Threats or bribes are much more likely to get results.

CUT-RATE WAREHOUSE

Invoke: if you want to try something, the security isn't that great, "I'm warning you, I hit the alarm! The cops will be here in 30 minutes or so!"

Compel: all sorts of corners get cut, "If you have a problem with it I really don't give a damn."

Nick really can't help them recover the cargo. As far as he's concerned, the paperwork is filled out and he's done his job. They can view the security camera records. These aren't great, but they do show a scruffy-looking Arsubaran signing for the cargo. This is **Emerson Taft** (pg. 6), a local Arsubaran Left Fist hood, and strictly small time. This is a big job for him.



Setup: The Left Fist District

The rest of the scenario is going to play out here in the Left Fist district. Left Fist is an old, run-down residential district, now mostly given over to criminal gangs and troublemakers. The buildings themselves have greatly decayed and many are ruins. Others have sagged or leaned, and in some places the streets are completely overshadowed by opposite buildings leaning against one another.

Despite the dangerous property, the slum is teeming with people. It's possible to hustle a small living here, so long as you stay out of the way of the bigger gang lords, or **Crew Kings** as they are called here. Territories are marked with cryptic symbols only locals can read, and the Crews go around in numbers and heavily armed. Official law enforcement is pretty much nowhere to be seen.

LOCALS ARE TIGHT

Invoke: you helped one out, "I heard you backed Slivvy. What can I do for you?"

Compel: they won't open up to outsiders, "Get lost, starchaser."

THE CREWS ARE KING

Invoke: the local Crew can help if you get on their good side, "Nothing moves here I don't know about."

Compel: you're in trouble if you piss off the Crew, "Damn, these guys are popping out everywhere!"

CRUMBLING CONSTRUCTION

Invoke: you want to knock something over, "A strong push is gonna take this down."

Compel: something could collapse under you, "The floor's starting to go!"

Problem: Tracking the Thieves

Knowing that Taft stole your cargo is one thing, finding him in the teeming, crumbling Left Fist district is another. There are a few ways of going about it. Check these methods against the difficulty list on page 6.

1. Contacting. Using Contacting to find people here in the district who can identify Taft and who might be willing to rat him out is difficult. Feel free to use the **LOCALS ARE TIGHT** aspect to hinder the effort. If they get somebody to spill, you can use **Greasy Sander** as their local contact.

2. Investigation. Taking the grainy surveillance photo and trying to match it to known criminals in the planetary database is also possible. Taft has run afoul of the law before but has no outstanding warrants. A straight success doesn't reveal his current location. If the difficulty is overcome by +2, Taft's alias **Hal Valentine** can be discovered, again with no location info. If the difficulty is overcome by +4, **Hal's Garage** comes up, owned in the name of Hal Valentine.

3. Psychic. A character might try to gather a psychic signature from the warehouse and use that to track Taft.

Players will no doubt think of something else as well! If they try another tactic, assign a difficulty using those listed on page 5 as a guideline and roll with it.

If none of these methods work for the crew, they can just spot Taft on the street. If they do, it's been over a day at this point, and Taft's long since sold their cargo on to the Ken Reeg Crew King **Droogie Snaps** (pg. 9) and doesn't have it anymore.

Greasy Sander

Greasy Sander is a local Arsubaran informant. He's circumspect, he won't just spill for anyone, but he opens up with the right approach and a little cash under the table. Average (+1) Resources ought to take care of it. He counts as a Fair (+2) Social companion.

I KNOW EVERYBODY IN LEFT FIST

Invoke: you need info, "Yeah, I know Taft. A two-bit hood and hustler."

Compel: you start to threaten him, "Got a problem over here, Greasy?"

Problem: Taft's Hideout

One way or another, the crew should be led down to Hal's Garage. If they can track down Taft within a few hours, Taft's already sold the cargo to Droogie Snaps, but Droogie's driver and a bodyguard are just arriving at the garage to pick it up.

Taft has a crew of toughs of his own. Scale his gang to the party, one named member of his crew for each player character. If there are more player characters than named crew members, add in two minions per extra player.

Taft's crew consists of a Saldrallan, a Ryjyllian, and an Urseminite. The Saldrallan, **Hssh** (pg. 6), is a cowardly sort, but likely to hit you from behind when you least expect it. The Ryjyllian, **Hrrbrwr** (pg. 7), may once have been a tough fighter, but is now a strung-out addict. The Urseminite, **Caine** (pg. 7), is a little thug who talks tougher than he can back up.

Taft's crew fronts really tough, and if it comes to a fight they put up stiff initial resistance. As soon as things start go against them, they crumble fast. Even Taft's minions start to desert, and the whole crew tries to get away, every man for himself.

Meanwhile, if they are still here Droogie's crew tries to slip into the cargo truck and drive the contraband away while the player crew is tussling with Taft and his losers. Droogie's driver is his cousin **Soozie Snaps** (pg. 8), and Droogie's best bodyguard, an Arsubaran named **Scott Acker** (pg. 8), is with him. These two are actually tough and dangerous, and Acker covers Soozie's escape if it looks like the player crew is going to be an issue. He tries to throw down blocks until the truck is gone, then he tries to flee himself.

Problem: Droogie's Crew

There are a couple of ways the player crew could end up in a showdown with Droogie's Crew. Starting from the best result to the worst:

1. The player crew regained the cargo at Taft's hideout, taking out Droogie's two people. If they managed this, the rest of Droogie's Crew hits them as they are heading back to their ship but before they have gotten out of Left Fist.
2. Droogie's two people took the cargo back to Droogie's hideout. This one is easier to find than Taft's, everyone knows where it is. The residents of Left Fist are scared of Droogie,

though, so it can be hard to get anyone to talk. Greasy Sander blabs for the right enticement, again. Each difficulty for finding it on page 5 is reduced by 1.

3. The player crew finds Droogie's hideout a couple of days after Droogie got the cargo. If it's been this long, Droogie's already sold it on to another freighter crew, **Terrence "Terentius" Micheau** (pg. 11) and **Duchess Miracle** (pg. 12) of the **Dare** (pg. 12).

Droogie's hideout isn't a crappy old garage. It's a series of bunkers built in below street level, each entrance fitted with an armored door and guarded by two of Droogie's Crew, minions in this case. Each room has a heavy door that can be closed and defended, and there are four main entrances and two secret escape routes.

Inside are Droogie's big hitters, including Soozie Snaps and Acker if they are still up and about. He has four additional henchmen and a bunch of minions.

Droogie's gang consists of his cousin Soozie Snaps, his bodyguard Scott Acker, and these four people:

Hendel Masad (pg. 9) is Droogie's second-in-command, a hard-bitten thug and soldier with scars to prove it.

Tokkan (pg. 10) is Droogie's second bodyguard, a Hacragorkan of prodigious size, even for his species, fond of curved knives and hand-to-hand fighting.

Felyn (pg. 10) is an up-and-coming soldier in Droogie's Crew, a Ryjyllian with a cold and calculating manner and an eye for earnings.

Justin Lance (pg. 11) is the Crew's fence and dealmaker, an older Arsubaran with a craggy face and deep voice.

Scale the threat to the player crew size. Droogie, Soozie, and Acker are always there along with ten minions. Add one additional member of Droogie's Crew per character, and if you run out of names, add five more minions per player.

Droogie's Crew is no pushover. These guys fight hard and ruthlessly, and only retreat if things are going really badly.

Problem: TransGalaxy's Getting Impatient

If the crew can recover the cargo within a day or so, they don't have any serious trouble. If the time stretches beyond a day, TransGalaxy Dispatch starts to wonder why their ship hasn't taken off.

After about 18 hours, the captain gets a call from **Thomas**. The company is concerned, he says, that the ship hasn't left yet. If the captain would just hurry it along. If the response is reassuring, wait six hours. If the response is hostile, the next call comes after only two.

The next call is also from TransGalaxy Dispatch, but it's not Thomas this time. It's a higher functionary named **Doug**. His attitude is a lot more hostile. What the hell is going on down there? You still haven't got the cargo? You need to get a move on, what do you think you're getting paid for? You don't want me to kick this higher up the food chain, believe me.

No matter what the response to Doug, if the ship still hasn't taken off in another six hours, a call comes down from TransGalaxy Legal, this time from **Johnny Q. Lightning, Esq.** His tone is official, cool, and threatening. You do understand that failure to fulfill the terms of employment under their contract can have serious consequences? It would be most unfortunate if they let TransGalaxy down. The next call is a summons to headquarters, and no one wants that. See that you get the job done!

The final call comes 24 hours after that, from Lightning again. He regrets to inform the crew that this matter has been referred to management. They are all to report to the head office immediately for judgment. Once there, they are subject to a swift disciplinary hearing. No excuses are of any avail, and they have a choice of returning TransGalaxy's investment in them, a Resources roll with a Superb (+5) difficulty, or extending their term of service by six months. If they refuse either of these options, they are remanded to local authorities and placed in debtor's prison to work off the debt they owe to TransGalaxy.

If they don't report to home office, a retrieval team is dispatched. That's fodder for an entirely new adventure, but if the player characters are still trying to recover the cargo, allow them to dodge the retrieval team until they do.

If they recover the cargo and set off, all is forgiven, even if the time frame has stretched well beyond the disciplinary stage. Well, mostly forgiven. Their pay is docked 25% for the delay.

Thomas

Thomas is your regular TransGalaxy Dispatch Officer. He is a low level functionary and can best be described as blandly friendly. He's an Average (+1) Mental companion.

COG IN THE MACHINE

Invoke: he doesn't have the authority to reprimand, "Oh, that's well above my pay grade. I'll refer it to the home office."

Compel: he's deaf to your pleas, "Sorry, I can't make that decision. I'll refer it to the home office."

Doug

Doug is a grouchy man. He never hears about you unless something has gone wrong, and he doesn't like it when things go wrong. His voice is gruff, and he generally opens with shouting. He's a Fair (+2) Social companion.

YOU NEED TO SOLVE MY PROBLEM

Invoke: your problem is still solvable, "Look, we've got it covered."

Compel: if you're talking to Doug, things are not good, "I don't give a damn how you do it, just get it done!"

Johnny Q. Lightning, Esq.

Mr. Lightning, Esq., is just the first lawyer on the scene. He's trying to make partner, and his heart is cold as a stone. Right or wrong make no difference in the eyes of the law, just who can make the better argument. Lightning is a Good (+3) Social companion.

THE LAW IS KING

Invoke: you can muster a real legal argument, "Well, our rights are laid out somewhat differently in the contract."

Compel: he knows the law, "I'm afraid you agreed to do this, contractually."

Problem: The Dare

If the cargo has already been transferred to the crew of the Dare, the player crew has one more problem in front of them. The crew of the Dare is loading the goods aboard and there is the chance that the characters can recover it. The crew of the Dare paid good money for this stuff, so they aren't too eager to let it go.

The Dare's crew consists only of Michaeu, the captain and pilot, and Miracle, the ship's engineer.

They are willing to take money for it, it counts as a Good (+3) value cargo. The player crew may not be too eager to pay for it, there's no money coming back into their pockets at the end of the trip.

They're also willing to fight for it. If they're starting to lose, the Dare's crew tries to cut their losses and let the cargo go in a concession.

Fresh Meat

Nick Zantholian

Nick is bald, sweaty, greasy, and generally vile. His personality matches his physical description, he's rude and careless with his job. He's easily corruptible, and happily sells people out for just a handful of credits.

Stress: □□□

Armor/Shields: None

Fate: 0

Skills

Deceit Good (+3), Contacting Fair (+2), Trading Fair (+2), Resolve Average (+1), Empathy Average (+1), Alertness Average (+1), Systems Average (+1)

Aspects

GO ALONG TO GET ALONG; CENTER OF THE UNIVERSE; "DON'T ASK ME, I JUST WORK HERE."; LOW CUNNING; POOR PERSONAL HYGEINE

Stunts & Species Abilities

There's a Familiar Face (pg. 21)

Gear

Green eyeshade, stained undershirt, clipboard.

Search Difficulties

Contacting: Great (+3)

Investigation: Great (+1)

Psychic: Great (+2)



Fresh Meat

Emerson Taft

Taft's a small-time but aspiring hoodlum. Stealing cargo from TransGalaxy warehouses is a bigger job than he normally pulls, but it's still pretty small-time. Taft's a sketchy-looking Arsubaran of below-average height and slim frame.

Stress: □□□

Armor/Shields: Armor 1

Fate: 3

Skills

Deceit Good (+3), Burglary Good (+3), Guns Fair (+2), Empathy Fair (+2), Athletics Fair (+2), Contacting Average (+1), Fists Average (+1), Stealth Average (+1), Trading Average (+1)

Aspects

"I'LL DO THAT!"; CENTER OF THE UNIVERSE; SMALL-TIME HOOD; NOT READY FOR THE BIG TIME; "DO YOU KNOW WHO I AM?"; WANNABE CREW KING

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Con Man (pg. 111)

Gear

Heavy Blast Pistol (Damage 3, Range 2, BIG & INTIMIDATING), Ballistic Cloth (Armor 1, HARD TO DETECT)

Taft's Crew

Average (+1) Physical minions, armed with knives (Damage 1, 2 vs shields, -1 vs. armor) and blast pistols (Damage 2, Range 2).

- | | | |
|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

Hssh

A skinny, dingy-looking Saldrallan, Hssh is cruel and mocking if she has the upper hand, but retreats and tries to sneak around behind a victim as soon as she loses the advantage.

Stress: □□□

Armor/Shields: Shields 2

Fate: 1

Skills

Stealth Good (+3), Burglary Good (+3), Athletics Fair (+2), Alertness Fair (+2), Guns Fair (+2), Weapons Average (+1), Gambling Average (+1), Fists Average (+1), Intimidation Average (+1)

Aspects

LIDLESS GAZE; FLEXIBLE MORALITY; ALWAYS HIT 'EM FROM BEHIND; CRUEL STREAK; NEVER SHOW YOUR HAND; COWARD

Stunts & Species Abilities

Heat Sense (pg. 32), Poison Bite (pg. 32), Cold Blooded (pg. 32)

Gear

Flechette Pistol (Damage 3, 1 vs. armor, 5 vs. unarmored organics, Accuracy 1, Range 2, Scattershot, SCARY AS HELL), Vibrodagger (Damage 3, Accuracy -1), Infiltrator's Screen (Shields 2, Stealth Field)



Fresh Meat

Hrrbrwr

This Ryjyllian mercenary was clearly dangerous once, but now is thin, mangy, and strung-out. She's down on her luck and fell in with Taft. Her twitchy manner and glassy eyes fit right in with his crew.

Stress: □□□

Armor/Shields: Armor 1

Fate: 1

Skills

Guns Good (+3), Weapons Good (+3), Athletics Fair (+2), Alertness Fair (+2), Fists Fair (+2), Might Average (+1), Stealth Average (+1), Artillery Average (+1), Intimidation Average (+1)

Aspects

CAT-LIKE REFLEXES; SHORT TEMPER; STRUNG OUT; USED TO BE DANGEROUS; HANDY WITH A GUN; TWITCHY

Stunts & Species Abilities

Acute Hearing (pg. 31), Claws and Fangs (pg. 31), Low Light Vision (pg. 31), Danger Sense (pg. 109), Long Shot (pg. 114)

Gear

Heavy Blast Rifle (Damage 3, Accuracy 1, Range 3), Vibrosword (Damage 4, Accuracy -1), Ballistic Cloth (Armor 1, HARD TO DETECT)

Caine

As Urseminites go, Caine isn't that dangerous. He's a loudmouth with a lot more swagger than skill. He pops off to just about anyone, and relies on his friends to back it up.

Stress: □□□ □

Armor/Shields: Armor 0 (1 vs. hand-to-hand), Shields 1

Fate: 1

Skills

Intimidation Good (+3), Empathy Good (+3), Gambling Fair (+2), Alertness Fair (+2), Burglary Fair (+2), Deceit Average (+1), Guns Average (+1), Weapons Average (+1), Stealth Average (+1)

Aspects

SHORT AND ROUNG; SELFISH; LOUDMOUTH; WRITES CHECKS HIS ASS CAN'T CASH; MORE SWAGGER THAN STYLE; OBNOXIOUS LITTLE BASTARD

Stunts & Species Abilities

Thick Fur and Fat (pg. 37), Hard to Kill (pg. 37), No Natural Weapons (pg. 37), Universally Despised (pg. 37)

Gear

Scatterblaster (Damage 3, Accuracy 1, Range 2, Scattershot), Vibrodagger (Damage 3, Accuracy -1), Defense Screen (Shields 1).

Fresh Meat

Soozie Snaps

Soozie is Droogie's cousin, and also his driver. As a wheel-woman, she's calm and collected. She's no fighter, though, and does her best to avoid getting shot and killed. That's what Acker's for. If she's cornered, she just tries to give up. Soozie's an athletic Ken Reeg dressed in a snappy chauffeur uniform.

Stress: □□□ □

Armor/Shields: Shields 1

Fate: 1

Skills

Pilot Great (+4), Alertness Good (+3), Rapport Good (+3), Athletics Fair (+2), Systems Fair (+2), Resolve Fair (+2), Guns Average (+1), Empathy Average (+1), Deceit Average (+1), [] Average (+1)

Aspects

SLIPPERY AS A SNAKE; "THERE'S ALWAYS A LOOPHOLE."; "I'M JUST THE DRIVER."; SNAPPY DRESSER; DROOGIE'S COUSIN; LET'S GET THE HELL OUT OF HERE

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), Daredevil (pg. 117)

Gear

Laser Holdout (Damage 3, 1 vs. shields, Accuracy 1, Range 2, Concealable), Defense Screen (Shields 1)

Scott Acker

Acker is Droogie's best hitter, and his personal bodyguard. He's a short, lean Arsubaran with a neat haircut and ice cold eyes. He's calm, cold, and extremely dangerous. He's also smart, and lays down blocks and maneuvers if outnumbered. He never panics or lets emotion get the better of him.

Stress: □□□ □□□

Armor/Shields: Armor 1, Shields 1

Fate: 2

Skills

Guns Great (+4), Intimidation Great (+4), Athletics Good (+3), Resolve Good (+3), Alertness Fair (+2), Endurance Fair (+2), Weapons Average (+1), Fists Average (+1)

Aspects

NATURAL ADAPTABILITY; CENTER OF THE UNIVERSE; ICE COLD KILLER; GET THE JOB DONE; NOTHING PERSONAL; DROOGIE'S PERSONAL BODYGUARD

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Shot on the Run (pg. 114), Subtle Menace (pg. 115)

Gear

Disruptor Pistol (Damage 4, 6 vs. unarmored organics, Range 2), Laser Sniper Rifle (Damage 4, 2 vs. shields, Accuracy 3, Range 5), Vibrodagger (Damage 3, Accuracy -1), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 1)



Fresh Meat

Droogie Snaps

Droogie's the Crew King of one of Left Fist's most notorious and successful crews. He's a slick, elegant, and arrogant Ken Reeg, but one with an eye for talent. He surrounds himself with dangerous, competent people, and generously doles out rewards to keep their loyalty.

Stress: □□□ □

Armor/Shields: Armor 1, Shields 1

Fate: 2

Skills

Report Great (+4), Deceit Good (+3), Trading Good (+3), Resolve Fair (+2), Intimidation Fair (+2), Alertness Fair (+2), Guns Average (+1), Leadership Average (+1), Empathy Average (+1), Contacting Average (+1)

Aspects

"LET'S MAKE A DEAL."; SLIPPERY AS A SNAKE; NOTORIOUS; I'M THE KING OF THIS CREW; EYE FOR TALENT; MONEY BUYS LOYALTY; SLICK BASTARD

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), The Art of Conversation (pg. 118)

Gear

Laser Pistol (Damage 3, 1 vs. shields, Accuracy 1, Range 2, ELEGANT LOOKING), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 1)

Droogie's Crew

Fair (+3) Physical minions, armed with cutlasses (Damage 2, 3 vs. shields, 0 vs. armor) and blast pistols (Damage 2, Range 2).

□□	□□	□□
□□	□□	□□
□□	□□	□□
□□	□□	□□

Hendel Masad

Droogie's the face of this crew, but Masad is the fist. He's a tough and dangerous Arsubaran, with the scars to prove it. He's a ruthless heavy, and as the second-in-command, he runs most of the soldiers.

Stress: □□□ □□

Armor/Shields: Armor 1, Shields 1

Fate: 2

Skills

Fists Great (+4), Intimidation Great (+4), Guns Good (+3), Endurance Good (+3), Alertness Fair (+2), Athletics Fair (+2), Weapons Average (+1), Might Average (+1)

Aspects

WE'RE EVERYWHERE; "I'LL DO THAT!"; SCARRED VETERAN THUG; "I'M THE MUSCLE."; RUTHLESS; DROOGIE'S SECOND IN COMMAND

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Brawler (pg. 113), Unapproachable (pg. 115)

Gear

Heavy Blast Pistol (Damage 3, Range 2, BIG & INTIMIDATING), Disruptor Sword (Damage 2, 4 vs. unarmored organics), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 1)



Fresh Meat

Tokkan

This Hacragorkan is a massive brute, big even for members of his species. He's got a fondness for huge curved knives, and he sticks with Droogie always. Acker may be Droogie's main bodyguard, but Tokkan's his meat shield.

Stress: □□□ □□□

Armor/Shields: Armor 2

Fate: 1

Skills

Weapons Great (+4), Endurance Great (+4), Intimidation Good (+3), Might Good (+3), Fists Fair (+2), Athletics Fair (+2), Intimidation Average (+1), [] Average (+1)

Aspects

CAN TAKE A HIT; BATTLE-SCARRED; MEAT SHIELD; FONDNESS FOR BIG KNIVES; MASSIVE BRUTE; NONE TOO BRIGHT

Stunts & Species Abilities

Quick Healer (pg. 24), Dangerous Bearing (pg. 24), Pugnacious (pg. 24), Thick Skinned (pg. 112)

Gear

Massive Knife (Damage 4, 5 vs. shields, 2 vs. armor), Synthetic Plate (Armor 2)

Felyn

Felyn is new to Droogie's crew, but she's already earned high place. She's cool, efficient, and regimented in her discipline. She's a favorite of both Acker and Masad. She dresses in subdued and practical clothing, and hangs back to assess before making her move.

Stress: □□□

Armor/Shields: Armor 1, Shields 1

Fate: 1

Skills

Investigation Great (+5), Guns Great (+5), Alertness Good (+4), Stealth Good (+4), Athletics Fair (+3), Deceit Fair (+3), Weapons Average (+2), Fists Average (+2)

Aspects

WARRIOR OF A WARRIOR PEOPLE; LAST TO RETREAT; ASSESS, THEN STRIKE; AIM FOR THE WEAK SPOT; REGIMENTAL DISCIPLINE; THIS ONE'S A THREAT

Stunts & Species Abilities

Acute Hearing (pg. 31), Claws and Fangs (pg. 31), Low Light Vision (pg. 31), Ryjyllian Combat Focus (pg. 31), Focused Senses: Sight (pg. 115)

Gear

Repeating Blast Rifle (Damage 2, Accuracy 1, Range 3, Autofire), Blast Pistol (Damage 2, Range 2), Vibrodagger (Damage 3, Accuracy -1), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 1)

Fresh Meat

-Justin Lance

An older, craggy-faced, and grey-haired Arsubaran, Lance acts as the fence for the crew. He's a veteran dealmaker and a shrewd and sharp customer. When violence is in the offing, Lance doesn't take part. He just tries to get away.

Stress: □□□

Armor/Shields: Shields 1

Fate: 1

Skills

Trading Great (+4), Empathy Great (+4), Resolve Good (+3), Contacting Good (+3), Deceit Fair (+2), Investigation Fair (+2), Rapport Average (+1), Systems Average (+1)

Aspects

WE'RE EVERYWHERE; GO ALONG TO GET ALONG; SHREWD DEALMAKER; "LET ME HANDLE IT."; "I'M NOT A VIOLENT MAN."; PICKED UP A FEW TRICKS

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Cool Customer (pg. 122), Cold Read (pg. 111)

Gear

Defense Screen (Shields 1)

-Terrence "Terentius" Micheau

Micheau is a scruffy and scrappy tramp freighter captain and pilot. He's not too different from a Class D crewman. He spent a lot of money to pick up this cargo, and he knows it's hot, but he's also not willing to just give it up. It cost good money!

Stress: □□□ □

Armor/Shields: Armor 1, Shields 1

Fate: 2

Skills

Contacting Great (+4), Pilot Good (+3), Trading Good (+3), Rapport Fair (+2), Fists Fair (+2), Alertness Fair (+2), Guns Average (+1), Athletics Average (+1), Systems Average (+1), Resolve Average (+1)

Aspects

THE STARS CALL; "I'LL DO THAT!"; SCRAPPY TRAMP FREIGHTER PILOT; JUST TRYIN' TO GET BY; LET'S SEE WHAT WE CAN AGREE ON; I'LL FIGHT IF I HAVE TO

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Ear to the Ground (pg. 110)

Gear

Blast Pistol (Damage 2, Range 2), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 1)



Fresh Meat

Duchess Miracle

Miracle is a Ken Reeg engineer. She wears stained and worn overalls and is a whiz at repair. She's also a fast-talking and loquacious companion and partner of Micheau.

Stress: □□□ □

Armor/Shields: Armor 1, Shields 1

Fate: 2

Skills

Engineering Great (+4), Systems Good (+3), Rapport Good (+3), Empathy Fair (+2), Deceit Fair (+2), Alertness Fair (+2), Weapons Average (+1), Athletics Average (+1), Academics Average (+1), Sleight of Hand Average (+1)

Aspects

“THERE'S ALWAYS A LOOPHOLE.”; “LET'S MAKE A DEAL.”; THE ENGINE WHISPERER; NO ONE EXPECTS A KEN REEG ENGINEER; LET'S GET THIS DONE; CAN'T WE TALK ABOUT THIS?

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), Grease Monkey (pg. 112), Five Minute Friends (pg. 118)

Gear

Sonic Shotgun (Damage 2, 4 vs. targets in the same zone, Accuracy 1, Range 2, Scattershot, Persistent Effect: PRONE), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 1)

Dare

An aging but sturdy light cargo vessel.

Stress: □□□ □□□

Base Cost: Great (+4)

Maneuverability: Fair (+2)

Speed: Average (+1)

Shields: None

Aspects

SMALL BUT STURDY; A FEW TOO MANY YEARS ON HER; TAKES A LICKING

Weapons

Dual Laser Turrets (Damage 2, Accuracy 1, Range 3)

Crew of the Dare

Gunner Fair (+2)

Trouble

Nick Zantholian

Nick is bald, sweaty, greasy, and generally vile. His personality matches his physical description, he's rude and careless with his job. He's easily corruptible, and happily sells people out for just a handful of credits.

Stress: □□□ □

Armor/Shields: None

Fate: 0

Skills

Deceit Good (+3), Contacting Fair (+2), Trading Fair (+2), Resolve Average (+1), Empathy Average (+1), Alertness Average (+1), Systems Average (+1)

Aspects

GO ALONG TO GET ALONG; CENTER OF THE UNIVERSE; "DON'T ASK ME, I JUST WORK HERE."; LOW CUNNING; POOR PERSONAL HYGEINE

Stunts & Species Abilities

There's a Familiar Face (pg. 21)

Gear

Green eyeshade, stained undershirt, clipboard.

Search Difficulties

Contacting: Great (+3)

Investigation: Great (+2)

Psychic: Great (+2)



Trouble

Emerson Taft

Taft's a small-time but aspiring hoodlum. Stealing cargo from TransGalaxy warehouses is a bigger job than he normally pulls, but it's still pretty small-time. Taft's a sketchy-looking Arsubaran of below-average height and slim frame.

Stress: □□□

Armor/Shields: Armor 1, Shields 1

Fate: 1

Skills

Deceit Great (+4), Burglary Great (+4), Guns Good (+3), Empathy Good (+3), Athletics Fair (+2), Contacting Fair (+2), Fists Average (+1), Stealth Average (+2)

Aspects

"I'LL DO THAT!"; CENTER OF THE UNIVERSE; SMALL-TIME HOOD; NOT READY FOR THE BIG TIME; "DO YOU KNOW WHO I AM?"; WANNABE CREW KING

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Masterful Feint (pg. 111), Con Man (pg. 111)

Gear

Heavy Blast Pistol (Damage 3, Range 2, BIG & INTIMIDATING), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 1)

Taft's Crew

Average (+1) Physical minions with Armor: 1, armed with knives (Damage 1, 2 vs shields, -1 vs. armor) and blast pistols (Damage 2, Range 2).

- | | | |
|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

Hssh

A skinny, dingy-looking Saldrallan, Hssh is cruel and mocking if she has the upper hand, but retreats and tries to sneak around behind a victim as soon as she loses the advantage.

Stress: □□□ □

Armor/Shields: Shields 2

Fate: 1

Skills

Stealth Good (+4), Burglary Good (+4), Athletics Good (+4), Alertness Fair (+3), Guns Fair (+3), Weapons Fair (+3), Gambling Average (+2), Fists Average (+2), Intimidation Average (+2), Investigation Average (+1), Endurance Average (+1)

Aspects

LIDLESS GAZE; FLEXIBLE MORALITY; ALWAYS HIT 'EM FROM BEHIND; CRUEL STREAK; NEVER SHOW YOUR HAND; COWARD

Stunts & Species Abilities

Heat Sense (pg. 32), Poison Bite (pg. 32), Cold Blooded (pg. 32), In Plain Sight (pg. 120)

Gear

Flechette Pistol (Damage 3, 1 vs. armor, 5 vs. unarmored organics, Accuracy 1, Range 2, Scattershot, SCARY AS HELL), Vibrodagger (Damage 3, Accuracy -1), Infiltrator's Screen (Shields 2, Stealth Field)

Trouble

Hrrbrwr

This Ryjyllian mercenary was clearly dangerous once, but now is thin, mangy, and strung-out. She's down on her luck and fell in with Taft. Her twitchy manner and glassy eyes fit right in with his crew.

Stress: □□□

Armor/Shields: Armor 1

Fate: 1

Skills

Guns Great (+4), Weapons Great (+4), Athletics Good (+3), Alertness Good (+3), Fists Fair (+2), Might Fair (+2), Stealth Average (+1), Artillery Average (+1)

Aspects

CAT-LIKE REFLEXES; SHORT TEMPER; STRUNG OUT; USED TO BE DANGEROUS; HANDY WITH A GUN; TWITCHY

Stunts & Species Abilities

Acute Hearing (pg. 31), Claws and Fangs (pg. 31), Low Light Vision (pg. 31), Danger Sense (pg. 109)

Gear

Heavy Blast Rifle (Damage 3, Accuracy 1, Range 3), Vibrosword (Damage 4, Accuracy -1), Ballistic Cloth (Armor 1, HARD TO DETECT)

Caine

As Urseminites go, Caine isn't that dangerous. He's a loudmouth with a lot more swagger than skill. He pops off to just about anyone, and relies on his friends to back it up.

Stress: □□□ □

Armor/Shields: Armor 1 (2 vs. hand-to-hand)

Fate: 1

Skills

Intimidation Good (+3), Empathy Good (+3), Gambling Good (+3), Alertness Fair (+2), Burglary Fair (+2), Deceit Fair (+2), Guns Average (+1), Weapons Average (+1), Stealth Average (+1), Might Average (+1), [] Average (+1)

Aspects

SHORT AND ROUNG; SELFISH; LOUDMOUTH; WRITES CHECKS HIS ASS CAN'T CASH; MORE SWAGGER THAN STYLE; OBNOXIOUS LITTLE BASTARD

Stunts & Species Abilities

Thick Fur and Fat (pg. 37), Hard to Kill (pg. 37), No Natural Weapons (pg. 37), Universally Despised (pg. 37), Infuriate (pg. 115)

Gear

Scatterblaster (Damage 3, Accuracy 1, Range 2, Scattershot), Vibrodagger (Damage 3, Accuracy -1), Ballistic Cloth (Armor 1, HARD TO DETECT).

Trouble

Soozie Snaps

Soozie is Droogie's cousin, and also his driver. As a wheel-woman, she's calm and collected. She's no fighter, though, and does her best to avoid getting shot and killed. That's what Acker's for. If she's cornered, she just tries to give up. Soozie's an athletic Ken Reeg dressed in a snappy chauffeur uniform.

Stress: □□□ □

Armor/Shields: Shields 1

Fate: 2

Skills

Pilot Great (+4), Alertness Good (+3), Rapport Good (+3), Athletics Fair (+2), Systems Fair (+2), Resolve Fair (+2), Guns Fair (+2), Empathy Average (+1), Deceit Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

SLIPPERY AS A SNAKE; "THERE'S ALWAYS A LOOPHOLE."; "I'M JUST THE DRIVER."; SNAPPY DRESSER; DROOGIE'S COUSIN; LET'S GET THE HELL OUT OF HERE

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), Daredevil (pg. 117), Hard Target (pg. 117)

Gear

Laser Holdout (Damage 3, 1 vs. shields, Accuracy 1, Range 2, Concealable), Defense Screen (Shields 1)

Scott Acker

Acker is Droogie's best hitter, and his personal bodyguard. He's a short, lean Arsubaran with a neat haircut and ice cold eyes. He's calm, cold, and extremely dangerous. He's also smart, and lays down blocks and maneuvers if outnumbered. He never panics or lets emotion get the better of him.

Stress: □□□ □□□

Armor/Shields: Armor 1, Shields 1

Fate: 3

Skills

Guns Great (+4), Intimidation Great (+4), Athletics Good (+3), Resolve Good (+3), Alertness Fair (+2), Endurance Fair (+2), Weapons Fair (+2), Fists Average (+1), Might Average (+1), Stealth Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

NATURAL ADAPTABILITY; CENTER OF THE UNIVERSE; ICE COLD KILLER; GET THE JOB DONE; NOTHING PERSONAL; DROOGIE'S PERSONAL BODYGUARD

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Shot on the Run (pg. 114), Rain of Lead (pg. 114), Subtle Menace (pg. 115)

Gear

Disruptor Pistol (Damage 4, 6 vs. unarmored organics, Range 2), Laser Sniper Rifle (Damage 4, 2 vs. shields, Accuracy 3, Range 5), Vibrodagger (Damage 3, Accuracy -1), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 1)



Trouble

Droogie Snaps

Droogie's the Crew King of one of Left Fist's most notorious and successful crews. He's a slick, elegant, and arrogant Ken Reeg, but one with an eye for talent. He surrounds himself with dangerous, competent people, and generously doles out rewards to keep their loyalty.

Stress: □□□ □

Armor/Shields: Armor 2, Shields 2

Fate: 3

Skills

Rapport Great (+4), Deceit Good (+3), Trading Good (+3), Resolve Fair (+2), Intimidation Fair (+2), Alertness Fair (+2), Guns Fair (+2), Leadership Average (+1), Empathy Average (+1), Contacting Average (+2), Gambling Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

"LET'S MAKE A DEAL."; SLIPPERY AS A SNAKE; NOTORIOUS; I'M THE KING OF THIS CREW; EYE FOR TALENT; MONEY BUYS LOYALTY; SLICK BASTARD

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), The Art of Conversation (pg. 118), Smooth Operator (pg. 118), Center of Attention (pg. 118)

Gear

Laser Pistol (Damage 3, 1 vs. shields, Accuracy 1, Range 2, ELEGANT LOOKING), Synthetic Mesh (Armor 2, HARD TO DETECT), Combat Screen (Shields 2)

Droogie's Crew

Good (+2) Physical minions with Armor: 1, armed with cutlasses (Damage 2, 3 vs. shields, 0 vs. armor) and blast pistols (Damage 2, Range 2).

□□ □□ □□
□□ □□ □□
□□ □□ □□
□□ □□ □□

Hendel Masad

Droogie's the face of this crew, but Masad is the fist. He's a tough and dangerous Arsubaran, with the scars to prove it. He's a ruthless heavy, and as the second-in-command, he runs most of the soldiers.

Stress: □□□ □□□

Armor/Shields: Armor 1, Shields 1

Fate: 3

Skills

Fists Great (+4), Intimidation Great (+4), Guns Good (+3), Endurance Good (+3), Alertness Fair (+2), Athletics Fair (+2), Weapons Fair (+2), Might Average (+1), Resolve Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

WE'RE EVERYWHERE; "I'LL DO THAT!"; SCARRED VETERAN THUG; "I'M THE MUSCLE."; RUTHLESS; DROOGIE'S SECOND IN COMMAND

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Brawler (pg. 113), Crippling Blow (pg. 113), Unapproachable (pg. 115)

Gear

Heavy Blast Pistol (Damage 3, Range 2, BIG & INTIMIDATING), Disruptor Sword (Damage 2, 4 vs. unarmored organics), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 1)



Trouble

Tokkan

This Hacragorkan is a massive brute, big even for members of his species. He's got a fondness for huge curved knives, and he sticks with Droogie always. Acker may be Droogie's main bodyguard, but Tokkan's his meat shield.

Stress: □□□ □□□

Armor/Shields: Armor 2, Shields 1

Fate: 3

Skills

Weapons Great (+4), Endurance Great (+4), Intimidation Good (+3), Might Good (+3), Fists Fair (+2), Athletics Fair (+2), Intimidation Fair (+2), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

CAN TAKE A HIT; BATTLE-SCARRED; MEAT SHIELD; FONDNESS FOR BIG KNIVES; MASSIVE BRUTE; NONE TOO BRIGHT

Stunts & Species Abilities

Quick Healer (pg. 24), Dangerous Bearing (pg. 24), Pugnacious (pg. 24), Army of One (pg. 113), Thick Skinned (pg. 112)

Gear

Massive Knife (Damage 4, 5 vs. shields, 2 vs. armor), Synthetic Plate (Armor 2), Defense Screen (Shields 1)

Felyn

Felyn is new to Droogie's crew, but she's already earned high place. She's cool, efficient, and regimented in her discipline. She's a favorite of both Acker and Masad. She dresses in subdued and practical clothing, and hangs back to assess before making her move.

Stress: □□□ □□

Armor/Shields: Armor 1, Shields 1

Fate: 1

Skills

Investigation Great (+4), Guns Great (+4), Alertness Good (+3), Stealth Good (+3), Athletics Fair (+2), Deceit Fair (+2), Weapons Fair (+2), Fists Average (+1), Resolve Average (+1), Endurance Average (+1), Intimidation Average (+1), [] Average (+1)

Aspects

WARRIOR OF A WARRIOR PEOPLE; LAST TO RETREAT; ASSESS, THEN STRIKE; AIM FOR THE WEAK SPOT; REGIMENTAL DISCIPLINE; THIS ONE'S A THREAT

Stunts & Species Abilities

Acute Hearing (pg. 31), Claws and Fangs (pg. 31), Low Light Vision (pg. 31), Ryjyllian Combat Focus (pg. 31), Focused Senses: Sight (pg. 115), Impossible Detail (pg. 115)

Gear

Repeating Blast Rifle (Damage 2, Accuracy 1, Range 3, Autofire), Blast Pistol (Damage 2, Range 2), Vibrodagger (Damage 3, Accuracy -1), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 1)

Trouble

Justin Lance

An older, craggy-faced, and grey-haired Arsubaran, Lance acts as the fence for the crew. He's a veteran dealmaker and a shrewd and sharp customer. When violence is in the offing, Lance doesn't take part. He just tries to get away.

Stress: □□□

Armor/Shields: Shields 2

Fate: 1

Skills

Trading Great (+4), Empathy Great (+4), Resolve Good (+3), Contacting Good (+3), Deceit Fair (+2), Investigation Fair (+2), Rapport Fair (+2), Systems Average (+1), Academics Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

WE'RE EVERYWHERE; GO ALONG TO GET ALONG; SHREWD DEALMAKER; "LET ME HANDLE IT."; "I'M NOT A VIOLENT MAN."; PICKED UP A FEW TRICKS

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Cool Customer (pg. 122), Cold Read (pg. 111), The Skeptic's Ear (pg. 111), Impossible Detail (pg. 115)

Gear

Combat Screen (Shields 2)

Terrence "Terentius" Micheau

Micheau is a scruffy and scrappy tramp freighter captain and pilot. He's not too different from a Class D crewman. He spent a lot of money to pick up this cargo, and he knows it's hot, but he's also not willing to just give it up. It cost good money!

Stress: □□□ □

Armor/Shields: Armor 1, Shields 1

Fate: 3

Skills

Contacting Great (+4), Pilot Good (+3), Trading Good (+3), Rapport Fair (+2), Fists Fair (+2), Alertness Fair (+2), Guns Fair (+2), Athletics Average (+1), Systems Average (+1), Resolve Average (+2), Empathy Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

THE STARS CALL; "I'LL DO THAT!"; SCRAPPY TRAMP FREIGHTER PILOT; JUST TRYIN' TO GET BY; LET'S SEE WHAT WE CAN AGREE ON; I'LL FIGHT IF I HAVE TO

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Ear to the Ground (pg. 110), Talk the Talk (pg. 110), Ear for Bull (pg. 122)

Gear

Blast Pistol (Damage 2, Range 2), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 1)



Trouble

Duchess Miracle

Miracle is a Ken Reeg engineer. She wears stained and worn overalls and is a whiz at repair. She's also a fast-talking and loquacious companion and partner of Micheau.

Stress: □□□ □

Armor/Shields: Armor 1, Shields 1

Fate: 3

Skills

Engineering Great (+4), Systems Good (+3), Rapport Good (+3), Empathy Fair (+2), Deceit Fair (+2), Alertness Fair (+2), Weapons Fair (+2), Athletics Average (+1), Academics Average (+1), Sleight of Hand Average (+1), Resolve Average (+1), Guns Average (+1), [] Average (+1), [] Average (+1)

Aspects

“THERE'S ALWAYS A LOOPHOLE.”; “LET'S MAKE A DEAL.”; THE ENGINE WHISPERER; NO ONE EXPECTS A KEN REEG ENGINEER; LET'S GET THIS DONE; CAN'T WE TALK ABOUT THIS?

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), Grease Monkey (pg. 112), Miss Fix-It (pg. 113), Five Minute Friends (pg. 118)

Gear

Sonic Shotgun (Damage 2, 4 vs. targets in the same zone, Accuracy 1, Range 2, Scattershot, Persistent Effect: PRONE), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 2)

Dare

An aging but sturdy light cargo vessel.

Stress: □□□ □□□

Base Cost: Great (+4)

Maneuverability: Fair (+2)

Speed: Average (+1)

Shields: None

Aspects

SMALL BUT STURDY; A FEW TOO MANY YEARS ON HER; TAKES A LICKING

Weapons

Dual Laser Turrets (Damage 2, Accuracy 1, Range 3)

Crew of the Dare

Gunner Good (+2)

Hard Boiled

Nick Zantholian

Nick is bald, sweaty, greasy, and generally vile. His personality matches his physical description, he's rude and careless with his job. He's easily corruptible, and happily sells people out for just a handful of credits.

Stress: □□□ □

Armor/Shields: None

Fate: 1

Skills

Deceit Great (+4), Contacting Good (+3), Trading Good (+3), Resolve Fair (+2), Empathy Fair (+2), Alertness Fair (+2), Systems Average (+2), Gambling Average (+1), Intimidation Average (+1), Academics Average (+1)

Aspects

GO ALONG TO GET ALONG; CENTER OF THE UNIVERSE; "DON'T ASK ME, I JUST WORK HERE."; LOW CUNNING; POOR PERSONAL HYGIENE

Stunts & Species Abilities

There's a Familiar Face (pg. 21)

Gear

Green eyeshade, stained undershirt, clipboard.

Search Difficulties

Contacting: Great (+4)

Investigation: Great (+3)

Psychic: Great (+3)



Hard Boiled

Emerson Taft

Taft's a small-time but aspiring hoodlum. Stealing cargo from TransGalaxy warehouses is a bigger job than he normally pulls, but it's still pretty small-time. Taft's a sketchy-looking Arsubaran of below-average height and slim frame.

Stress: □□□ □

Armor/Shields: Armor 1, Shields 1

Fate: 2

Skills

Deceit Great (+4), Burglary Good (+3), Guns Good (+3), Empathy Fair (+2), Athletics Fair (+2), Contacting Fair (+2), Fists Fair (+2), Stealth Average (+2), Trading Average (+2), Intimidation Average (+1), Endurance Average (+1), Gambling Average (+1), [] Average (+1), [] Average (+1)

Aspects

“I’LL DO THAT!”; CENTER OF THE UNIVERSE; SMALL-TIME HOOD; NOT READY FOR THE BIG TIME; “DO YOU KNOW WHO I AM?”; WANNABE CREW KING

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Masterful Feint (pg. 111), Con Man (pg. 111)

Gear

Heavy Blast Pistol (Damage 3, Range 2, BIG & INTIMIDATING), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 1)

Taft's Crew

Fair (+2) Physical minions, armed with knives (Damage 1, 2 vs shields, -1 vs. armor) and blast pistols (Damage 2, Range 2).

□□ □□ □□
□□ □□ □□
□□ □□ □□

Hssh

A skinny, dingy-looking Saldrallan, Hssh is cruel and mocking if she has the upper hand, but retreats and tries to sneak around behind a victim as soon as she loses the advantage.

Stress: □□□ □

Armor/Shields: Armor 1, Shields 2

Fate: 2

Skills

Stealth Good (+3), Burglary Good (+3), Athletics Good (+3), Alertness Fair (+2), Guns Fair (+2), Weapons Fair (+2), Gambling Fair (+2), Fists Average (+2), Intimidation Average (+2), Investigation Average (+1), Endurance Average (+1), Deceit Average (+1)

Aspects

LIDLESS GAZE; FLEXIBLE MORALITY; ALWAYS HIT ‘EM FROM BEHIND; CRUEL STREAK; NEVER SHOW YOUR HAND; COWARD

Stunts & Species Abilities

Heat Sense (pg. 32), Poison Bite (pg. 32), Cold Blooded (pg. 32), In Plain Sight (pg. 120), Shadowed Strike (pg. 120)

Gear

Flechette Pistol (Damage 3, 1 vs. armor, 5 vs. unarmored organics, Accuracy 1, Range 2, Scattershot, SCARY AS HELL), Vibrodagger (Damage 3, Accuracy -1), Ballistic Cloth (Armor 1, HARD TO DETECT), Infiltrator's Screen (Shields 2, Stealth Field)

Hard Boiled

Hrrbrwr

This Ryjyllian mercenary was clearly dangerous once, but now is thin, mangy, and strung-out. She's down on her luck and fell in with Taft. Her twitchy manner and glassy eyes fit right in with his crew.

Stress: □□□

Armor/Shields: Armor 1, Shields 1

Fate: 2

Skills

Guns Great (+4), Weapons Great (+4), Athletics Good (+3), Alertness Good (+3), Fists Fair (+2), Might Fair (+2), Stealth Fair (+2), Artillery Average (+1), Intimidation Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

CAT-LIKE REFLEXES; SHORT TEMPER; STRUNG OUT; USED TO BE DANGEROUS; HANDY WITH A GUN; TWITCHY

Stunts & Species Abilities

Acute Hearing (pg. 31), Claws and Fangs (pg. 31), Low Light Vision (pg. 31), Danger Sense (pg. 109), Long Shot (pg. 114)

Gear

Heavy Blast Rifle (Damage 3, Accuracy 1, Range 3), Vibrosword (Damage 4, Accuracy -1), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 1).

Caine

As Urseminites go, Caine isn't that dangerous. He's a loudmouth with a lot more swagger than skill. He pops off to just about anyone, and relies on his friends to back it up.

Stress: □□□ □

Armor/Shields: Armor 1 (2 vs. hand-to-hand), Shields 1

Fate: 2

Skills

Intimidation Great (+4), Empathy Great (+4), Gambling Good (+3), Alertness Good (+3), Burglary Fair (+2), Deceit Fair (+2), Guns Fair (+2), Weapons Average (+1), Stealth Average (+1), Might Average (+1), [] Average (+1), [] Average (+1)

Aspects

SHORT AND ROUNG; SELFISH; LOUDMOUTH; WRITES CHECKS HIS ASS CAN'T CASH; MORE SWAGGER THAN STYLE; OBNOXIOUS LITTLE BASTARD

Stunts & Species Abilities

Thick Fur and Fat (pg. 37), Hard to Kill (pg. 37), No Natural Weapons (pg. 37), Universally Despised (pg. 37), Infuriate (pg. 115), Hit Them Where It Hurts (pg. 111)

Gear

Scatterblaster (Damage 3, Accuracy 1, Range 2, Scattershot), Vibrodagger (Damage 3, Accuracy -1), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 1).

Hard Boiled

Soozie Snaps

Soozie is Droogie's cousin, and also his driver. As a wheel-woman, she's calm and collected. She's no fighter, though, and does her best to avoid getting shot and killed. That's what Acker's for. If she's cornered, she just tries to give up. Soozie's an athletic Ken Reeg dressed in a snappy chauffeur uniform.

Stress: □□□ □

Armor/Shields: Shields 2

Fate: 3

Skills

Pilot Great (+4), Alertness Great (+4), Rapport Good (+3), Athletics Good (+3), Systems Good (+3), Resolve Fair (+2), Guns Fair (+2), Empathy Fair (+2), Deceit Fair (+2), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

SLIPPERY AS A SNAKE; "THERE'S ALWAYS A LOOPHOLE."; "I'M JUST THE DRIVER."; SNAPPY DRESSER; DROOGIE'S COUSIN; LET'S GET THE HELL OUT OF HERE

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), Daredevil (pg. 117), Hard Target (pg. 117), One Hand on the Stick (pg. 117)

Gear

Laser Holdout (Damage 3, 1 vs. shields, Accuracy 1, Range 2, Concealable), Infiltrator's Screen (Shields 2, Stealth Field)

Scott Acker

Acker is Droogie's best hitter, and his personal bodyguard. He's a short, lean Arsubaran with a neat haircut and ice cold eyes. He's calm, cold, and extremely dangerous. He's also smart, and lays down blocks and maneuvers if outnumbered. He never panics or lets emotion get the better of him.

Stress: □□□ □□□□

Armor/Shields: Armor 2, Shields 2

Fate: 4

Skills

Guns Superb (+5), Intimidation Superb (+5), Athletics Great (+4), Resolve Great (+4), Alertness Good (+3), Endurance Good (+3), Weapons Fair (+2), Fists Fair (+2), Might Average (+1), Stealth Average (+1)

Aspects

NATURAL ADAPTABILITY; CENTER OF THE UNIVERSE; ICE COLD KILLER; GET THE JOB DONE; NOTHING PERSONAL; DROOGIE'S PERSONAL BODYGUARD

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Shot on the Run (pg. 114), Rain of Lead (pg. 114), Subtle Menace (pg. 115), Aura of Menace (pg. 115)

Gear

Disruptor Pistol (Damage 4, 6 vs. unarmored organics, Range 2), Laser Sniper Rifle (Damage 4, 2 vs. shields, Accuracy 3, Range 5), Vibrodagger (Damage 3, Accuracy -1), Synthetic Mesh (Armor 2, HARD TO DETECT), Combat Screen (Shields 2)



Hard Boiled

Droogie Snaps

Droogie's the Crew King of one of Left Fist's most notorious and successful crews. He's a slick, elegant, and arrogant Ken Reeg, but one with an eye for talent. He surrounds himself with dangerous, competent people, and generously doles out rewards to keep their loyalty.

Stress: □□□ □□

Armor/Shields: Armor 2, Shields 2

Fate: 4

Skills

Rapport Great (+4), Deceit Great (+4), Trading Good (+3), Resolve Good (+3), Intimidation Good (+3), Alertness Fair (+2), Guns Fair (+2), Leadership Fair (+2), Empathy Fair (+2), Contacting Average (+1), Gambling Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

"LET'S MAKE A DEAL."; SLIPPERY AS A SNAKE; NOTORIOUS; I'M THE KING OF THIS CREW; EYE FOR TALENT; MONEY BUYS LOYALTY; SLICK BASTARD

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), The Art of Conversation (pg. 118), Smooth Operator (pg. 118), Center of Attention (pg. 118)

Gear

Laser Pistol (Damage 3, 1 vs. shields, Accuracy 1, Range 2, ELEGANT LOOKING), Synthetic Mesh (Armor 2, HARD TO DETECT), Combat Screen (Shields 2)

Droogie's Crew

Fair (+2) Physical minions with Armor: 1, armed with cutlasses (Damage 2, 3 vs. shields, 0 vs. armor) and blast pistols (Damage 2, Range 2).

□□ □□ □□
□□ □□ □□
□□ □□ □□
□□ □□ □□

Hendel Masad

Droogie's the face of this crew, but Masad is the fist. He's a tough and dangerous Arsubaran, with the scars to prove it. He's a ruthless heavy, and as the second-in-command, he runs most of the soldiers.

Stress: □□□ □□□

Armor/Shields: Armor 2, Shields 2

Fate: 4

Skills

Fists Superb (+5), Intimidation Superb (+5), Guns Great (+4), Endurance Great (+4), Alertness Good (+3), Athletics Good (+3), Weapons Fair (+2), Might Fair (+2), Resolve Average (+1), [] Average (+1)

Aspects

WE'RE EVERYWHERE; "I'LL DO THAT!"; SCARRED VETERAN THUG; "I'M THE MUSCLE."; RUTHLESS; DROOGIE'S SECOND IN COMMAND

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Brawler (pg. 113), Crippling Blow (pg. 113), Unapproachable (pg. 115), The Promise of Pain (pg. 115)

Gear

Heavy Blast Pistol (Damage 3, Range 2, BIG & INTIMIDATING), Disruptor Sword (Damage 2, 4 vs. unarmored organics), Synthetic Mesh (Armor 2, HARD TO DETECT), Combat Screen (Shields 2)



Hard Boiled

Tokkan

This Hacragorkan is a massive brute, big even for members of his species. He's got a fondness for huge curved knives, and he sticks with Droogie always. Acker may be Droogie's main bodyguard, but Tokkan's his meat shield.

Stress: □□□ □□□□

Armor/Shields: Armor 2, Shields 2

Fate: 2

Skills

Weapons Superb (+5), Endurance Superb (+5), Intimidation Great (+4), Might Great (+4), Fists Good (+3), Athletics Good (+3), Intimidation Fair (+2), [] Fair (+2), [] Average (+1), [] Average (+1)

Aspects

CAN TAKE A HIT; BATTLE-SCARRED; MEAT SHIELD; FONDNESS FOR BIG KNIVES; MASSIVE BRUTE; NONE TOO BRIGHT

Stunts & Species Abilities

Quick Healer (pg. 24), Dangerous Bearing (pg. 24), Pugnacious (pg. 24), Army of One (pg. 113), Thick Skinned (pg. 112), Feel the Burn (pg. 112)

Gear

Massive Knife (Damage 4, 5 vs. shields, 2 vs. armor), Synthetic Plate (Armor 2), Combat Screen (Shields 2)

Felyn

Felyn is new to Droogie's crew, but she's already earned high place. She's cool, efficient, and regimented in her discipline. She's a favorite of both Acker and Masad. She dresses in subdued and practical clothing, and hangs back to assess before making her move.

Stress: □□□ □□

Armor/Shields: Armor 2, Shields 2

Fate: 2

Skills

Investigation Superb (+5), Guns Superb (+5), Alertness Great (+4), Stealth Great (+4), Athletics Good (+3), Deceit Good (+3), Weapons Fair (+2), Fists Fair (+2), Resolve Average (+1), Endurance Average (+1)

Aspects

WARRIOR OF A WARRIOR PEOPLE; LAST TO RETREAT; ASSESS, THEN STRIKE; AIM FOR THE WEAK SPOT; REGIMENTAL DISCIPLINE; THIS ONE'S A THREAT

Stunts & Species Abilities

Acute Hearing (pg. 31), Claws and Fangs (pg. 31), Low Light Vision (pg. 31), Ryjyllian Combat Focus (pg. 31), Focused Senses: Sight (pg. 115), Impossible Detail (pg. 115), Stay on Target (pg. 115)

Gear

Repeating Blast Rifle (Damage 2, Accuracy 1, Range 3, Autofire), Blast Pistol (Damage 2, Range 2), Vibrodagger (Damage 3, Accuracy -1), Synthetic Mesh (Armor 2, HARD TO DETECT), Combat Screen (Shields 2)

Hard Boiled

-Justin Lance

An older, craggy-faced, and grey-haired Arsubaran, Lance acts as the fence for the crew. He's a veteran dealmaker and a shrewd and sharp customer. When violence is in the offing, Lance doesn't take part. He just tries to get away.

Stress: □□□

Armor/Shields: Shields 2

Fate: 2

Skills

Trading Superb (+5), Empathy Superb (+5), Resolve Great (+4), Contacting Great (+4), Deceit Good (+3), Investigation Good (+3), Rapport Fair (+2), Systems Fair (+2), Academics Average (+1), [] Average (+1)

Aspects

WE'RE EVERYWHERE; GO ALONG TO GET ALONG; SHREWD DEALMAKER; "LET ME HANDLE IT."; "I'M NOT A VIOLENT MAN."; PICKED UP A FEW TRICKS

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Cool Customer (pg. 122), Cold Read (pg. 111), The Skeptic's Ear (pg. 111), Impossible Detail (pg. 115)

Gear

Combat Screen (Shields 2)

-Terrence "Terentius" Micheau

Micheau is a scruffy and scrappy tramp freighter captain and pilot. He's not too different from a Class D crewman. He spent a lot of money to pick up this cargo, and he knows it's hot, but he's also not willing to just give it up. It cost good money!

Stress: □□□ □

Armor/Shields: Armor 2, Shields 2

Fate: 4

Skills

Contacting Great (+4), Pilot Great (+4), Trading Good (+3), Rapport Good (+3), Fists Good (+3), Alertness Fair (+2), Guns Fair (+2), Athletics Fair (+2), Systems Fair (+2), Resolve Average (+1), Empathy Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

THE STARS CALL; "I'LL DO THAT!"; SCRAPPY TRAMP FREIGHTER PILOT; JUST TRYIN' TO GET BY; LET'S SEE WHAT WE CAN AGREE ON; I'LL FIGHT IF I HAVE TO

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Ear to the Ground (pg. 110), Talk the Talk (pg. 110), Ear for Bull (pg. 122)

Gear

Blast Pistol (Damage 2, Range 2), Synthetic Mesh (Armor 2, HARD TO DETECT), Combat Screen (Shields 2)



Hard Boiled

Duchess Miracle

Miracle is a Ken Reeg engineer. She wears stained and worn overalls and is a whiz at repair. She's also a fast-talking and loquacious companion and partner of Micheau.

Stress: □□□ □

Armor/Shields: Armor 2, Shields 2

Fate: 4

Skills

Engineering Great (+4), Systems Great (+4), Rapport Good (+3), Empathy Good (+3), Deceit Good (+3), Alertness Fair (+2), Weapons Fair (+2), Athletics Fair (+2), Academics Fair (+2), Sleight of Hand Average (+1), Resolve Average (+1), Guns Average (+1), [] Average (+1), [] Average (+1)

Aspects

“THERE'S ALWAYS A LOOPHOLE.”; “LET'S MAKE A DEAL.”; THE ENGINE WHISPERER; NO ONE EXPECTS A KEN REEG ENGINEER; LET'S GET THIS DONE; CAN'T WE TALK ABOUT THIS?

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), Grease Monkey (pg. 112), Miss Fix-It (pg. 113), Five Minute Friends (pg. 118), Smooth Over (pg. 119)

Gear

Sonic Shotgun (Damage 2, 4 vs. targets in the same zone, Accuracy 1, Range 2, Scattershot, Persistent Effect: PRONE), Synthetic Mesh (Armor 2, HARD TO DETECT), Combat Screen (Shields 2)

Dare

An aging but sturdy light cargo vessel.

Stress: □□□ □□□

Base Cost: Great (+4)

Maneuverability: Fair (+2)

Speed: Average (+1)

Shields: None

Aspects

SMALL BUT STURDY; A FEW TOO MANY YEARS ON HER; TAKES A LICKING

Weapons

Dual Laser Turrets (Damage 2, Accuracy 1, Range 3)

Crew of the Dare

Gunner Good (+3)

Serious Badass

Nick Zantholian

Nick is bald, sweaty, greasy, and generally vile. His personality matches his physical description, he's rude and careless with his job. He's easily corruptible, and happily sells people out for just a handful of credits.

Stress: □□□ □

Armor/Shields: None

Fate: 1

Skills

Deceit Great (+4), Contacting Good (+3), Trading Good (+3), Resolve Fair (+2), Empathy Fair (+2), Alertness Fair (+2), Systems Fair (+2), Gambling Average (+1), Intimidation Average (+1), Academics Average (+1), Investigation Average (+1), Sleight of Hand Average (+1)

Aspects

GO ALONG TO GET ALONG; CENTER OF THE UNIVERSE; "DON'T ASK ME, I JUST WORK HERE."; LOW CUNNING; POOR PERSONAL HYGEINE

Stunts & Species Abilities

There's a Familiar Face (pg. 21)

Gear

Green eyeshade, stained undershirt, clipboard.

Search Difficulties

Contacting: Great (+5)

Investigation: Great (+3)

Psychic: Great (+4)



Serious Badass

Emerson Taft

Taft's a small-time but aspiring hoodlum. Stealing cargo from TransGalaxy warehouses is a bigger job than he normally pulls, but it's still pretty small-time. Taft's a sketchy-looking Arsubaran of below-average height and slim frame.

Stress: □□□ □

Armor/Shields: Armor 1, Shields 1

Fate: 3

Skills

Deceit Great (+4), Burglary Great (+4), Guns Good (+3), Empathy Good (+3), Athletics Good (+3), Contacting Fair (+2), Fists Fair (+2), Stealth Fair (+2), Trading Fair (+2), Intimidation Average (+1), Endurance Average (+1), Gambling Average (+1), [] Average (+1), [] Average (+1)

Aspects

“I’LL DO THAT!”; CENTER OF THE UNIVERSE; SMALL-TIME HOOD; NOT READY FOR THE BIG TIME; “DO YOU KNOW WHO I AM?”; WANNABE CREW KING

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Masterful Feint (pg. 111), Con Man (pg. 111)

Gear

Heavy Blast Pistol (Damage 3, Range 2, BIG & INTIMIDATING), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 1)

Taft's Crew

Fair (+2) Physical minions with Armor: 1, armed with knives (Damage 1, 2 vs shields, -1 vs. armor) and blast pistols (Damage 2, Range 2).

□□ □□ □□
□□ □□ □□
□□ □□ □□

Hssh

A skinny, dingy-looking Saldrallan, Hssh is cruel and mocking if she has the upper hand, but retreats and tries to sneak around behind a victim as soon as she loses the advantage.

Stress: □□□ □

Armor/Shields: Armor 1, Shields 2

Fate: 3

Skills

Stealth Great (+4), Burglary Great (+4), Athletics Great (+4), Alertness Good (+3), Guns Good (+3), Weapons Good (+3), Gambling Fair (+2), Fists Fair (+2), Intimidation Fair (+2), Investigation Average (+1), Endurance Average (+1), Deceit Average (+1)

Aspects

LIDLESS GAZE; FLEXIBLE MORALITY; ALWAYS HIT ‘EM FROM BEHIND; CRUEL STREAK; NEVER SHOW YOUR HAND; COWARD

Stunts & Species Abilities

Heat Sense (pg. 32), Poison Bite (pg. 32), Cold Blooded (pg. 32), In Plain Sight (pg. 120), Shadowed Strike (pg. 120)

Gear

Flechette Pistol (Damage 3, 1 vs. armor, 5 vs. unarmored organics, Accuracy 1, Range 2, Scattershot, SCARY AS HELL), Vibrodagger (Damage 3, Accuracy -1), Ballistic Cloth (Armor 1, HARD TO DETECT), Infiltrator's Screen (Shields 2, Stealth Field)



Serious Badass

Hrrbrwr

This Ryjyllian mercenary was clearly dangerous once, but now is thin, mangy, and strung-out. She's down on her luck and fell in with Taft. Her twitchy manner and glassy eyes fit right in with his crew.

Stress: □□□

Armor/Shields: Armor 1, Shields 1

Fate: 3

Skills

Guns Superb (+5), Weapons Superb (+5), Athletics Great (+4), Alertness Great (+4), Fists Good (+3), Might Good (+3), Stealth Fair (+2), Artillery Fair (+2), Intimidation Average (+1), [] Average (+1)

Aspects

CAT-LIKE REFLEXES; SHORT TEMPER; STRUNG OUT; USED TO BE DANGEROUS; HANDY WITH A GUN; TWITCHY

Stunts & Species Abilities

Acute Hearing (pg. 31), Claws and Fangs (pg. 31), Low Light Vision (pg. 31), Danger Sense (pg. 109), Long Shot (pg. 114)

Gear

Heavy Blast Rifle (Damage 3, Accuracy 1, Range 3), Vibrosword (Damage 4, Accuracy -1), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 1).

Caine

As Urseminites go, Caine isn't that dangerous. He's a loudmouth with a lot more swagger than skill. He pops off to just about anyone, and relies on his friends to back it up.

Stress: □□□ □

Armor/Shields: Armor 1 (2 vs. hand-to-hand), Shields 1

Fate: 3

Skills

Intimidation Great (+4), Empathy Great (+4), Gambling Great (+4), Alertness Good (+3), Burglary Good (+3), Deceit Good (+3), Guns Fair (+2), Weapons Fair (+2), Stealth Fair (+2), Might Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

SHORT AND ROUND; SELFISH; LOUDMOUTH; WRITES CHECKS HIS ASS CAN'T CASH; MORE SWAGGER THAN STYLE; OBNOXIOUS LITTLE BASTARD

Stunts & Species Abilities

Thick Fur and Fat (pg. 37), Hard to Kill (pg. 37), No Natural Weapons (pg. 37), Universally Despised (pg. 37), Infuriate (pg. 115), Hit Them Where It Hurts (pg. 111)

Gear

Scatterblaster (Damage 3, Accuracy 1, Range 2, Scattershot), Vibrodagger (Damage 3, Accuracy -1), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 1).

Serious Badass

Soozie Snaps

Soozie is Droogie's cousin, and also his driver. As a wheel-woman, she's calm and collected. She's no fighter, though, and does her best to avoid getting shot and killed. That's what Acker's for. If she's cornered, she just tries to give up. Soozie's an athletic Ken Reeg dressed in a snappy chauffeur uniform.

Stress: □□□ □□

Armor/Shields: Shields 2

Fate: 3

Skills

Pilot Superb (+5), Alertness Great (+4), Rapport Great (+4), Athletics Good (+3), Systems Good (+3), Resolve Good (+3), Guns Fair (+2), Empathy Fair (+2), Deceit Fair (+2), [] Fair (+2), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

SLIPPERY AS A SNAKE; "THERE'S ALWAYS A LOOPHOLE."; "I'M JUST THE DRIVER."; SNAPPY DRESSER; DROOGIE'S COUSIN; LET'S GET THE HELL OUT OF HERE

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), Daredevil (pg. 117), Hard Target (pg. 117), One Hand on the Stick (pg. 117)

Gear

Laser Holdout (Damage 3, 1 vs. shields, Accuracy 1, Range 2, Concealable), Infiltrator's Screen (Shields 2, Stealth Field)

Scott Acker

Acker is Droogie's best hitter, and his personal bodyguard. He's a short, lean Arsubaran with a neat haircut and ice cold eyes. He's calm, cold, and extremely dangerous. He's also smart, and lays down blocks and maneuvers if outnumbered. He never panics or lets emotion get the better of him.

Stress: □□□ □□□□

Armor/Shields: Armor 2, Shields 2

Fate: 5

Skills

Guns Superb (+5), Intimidation Superb (+5), Athletics Great (+4), Resolve Great (+4), Alertness Good (+3), Endurance Good (+3), Weapons Fair (+2), Fists Fair (+2), Might Fair (+2), Stealth Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

NATURAL ADAPTABILITY; CENTER OF THE UNIVERSE; ICE COLD KILLER; GET THE JOB DONE; NOTHING PERSONAL; DROOGIE'S PERSONAL BODYGUARD

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Shot on the Run (pg. 114), Rain of Lead (pg. 114), Subtle Menace (pg. 115), Aura of Menace (pg. 115)

Gear

Disruptor Pistol (Damage 4, 6 vs. unarmored organics, Range 2), Laser Sniper Rifle (Damage 4, 2 vs. shields, Accuracy 3, Range 5), Vibrodagger (Damage 3, Accuracy -1), Synthetic Mesh (Armor 2, HARD TO DETECT), Combat Screen (Shields 2)



Serious Badass

Droogie Snaps

Droogie's the Crew King of one of Left Fist's most notorious and successful crews. He's a slick, elegant, and arrogant Ken Reeg, but one with an eye for talent. He surrounds himself with dangerous, competent people, and generously doles out rewards to keep their loyalty.

Stress: □□□ □□

Armor/Shields: Armor 2, Shields 2

Fate: 5

Skills

Rapport Superb (+5), Deceit Great (+4), Trading Great (+4), Resolve Good (+3), Intimidation Good (+3), Alertness Good (+3), Guns Fair (+2), Leadership Fair (+2), Empathy Fair (+2), Contacting Fair (+2), Gambling Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

"LET'S MAKE A DEAL."; SLIPPERY AS A SNAKE; NOTORIOUS; I'M THE KING OF THIS CREW; EYE FOR TALENT; MONEY BUYS LOYALTY; SLICK BASTARD

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), The Art of Conversation (pg. 118), Smooth Operator (pg. 118), Center of Attention (pg. 118)

Gear

Laser Pistol (Damage 3, 1 vs. shields, Accuracy 1, Range 2, ELEGANT LOOKING), Synthetic Mesh (Armor 2, HARD TO DETECT), Combat Screen (Shields 2)

Droogie's Crew

Good (+3) Physical minions with Armor: 1, armed with cutlasses (Damage 2, 3 vs. shields, 0 vs. armor) and blast pistols (Damage 2, Range 2).

□□□ □□□ □□□
□□□ □□□ □□□
□□□ □□□ □□□
□□□ □□□ □□□

Hendel Masad

Droogie's the face of this crew, but Masad is the fist. He's a tough and dangerous Arsubaran, with the scars to prove it. He's a ruthless heavy, and as the second-in-command, he runs most of the soldiers.

Stress: □□□ □□□

Armor/Shields: Armor 2, Shields 2

Fate: 5

Skills

Fists Superb (+5), Intimidation Superb (+5), Guns Great (+4), Endurance Great (+4), Alertness Good (+3), Athletics Good (+3), Weapons Fair (+2), Might Fair (+2), Resolve Fair (+2), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

WE'RE EVERYWHERE; "I'LL DO THAT!"; SCARRED VETERAN THUG; "I'M THE MUSCLE."; RUTHLESS; DROOGIE'S SECOND IN COMMAND

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Brawler (pg. 113), Crippling Blow (pg. 113), Unapproachable (pg. 115), The Promise of Pain (pg. 115)

Gear

Heavy Blast Pistol (Damage 3, Range 2, BIG & INTIMIDATING), Disruptor Sword (Damage 2, 4 vs. unarmored organics), Synthetic Mesh (Armor 2, HARD TO DETECT), Combat Screen (Shields 2)



Serious Badass

Tokkan

This Hacragorkan is a massive brute, big even for members of his species. He's got a fondness for huge curved knives, and he sticks with Droogie always. Acker may be Droogie's main bodyguard, but Tokkan's his meat shield.

Stress: □□□ □□□□

Armor/Shields: Armor 2, Shields 2

Fate: 3

Skills

Weapons Superb (+5), Endurance Superb (+5), Intimidation Great (+4), Might Great (+4), Fists Good (+3), Athletics Good (+3), Intimidation Fair (+2), [] Fair (+2), [] Fair (+2), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

CAN TAKE A HIT; BATTLE-SCARRED; MEAT SHIELD; FONDNESS FOR BIG KNIVES; MASSIVE BRUTE; NONE TOO BRIGHT

Stunts & Species Abilities

Quick Healer (pg. 24), Dangerous Bearing (pg. 24), Pugnacious (pg. 24), Army of One (pg. 113), Thick Skinned (pg. 112), Feel the Burn (pg. 112)

Gear

Massive Knife (Damage 4, 5 vs. shields, 2 vs. armor), Synthetic Plate (Armor 2), Combat Screen (Shields 2)

Felyn

Felyn is new to Droogie's crew, but she's already earned high place. She's cool, efficient, and regimented in her discipline. She's a favorite of both Acker and Masad. She dresses in subdued and practical clothing, and hangs back to assess before making her move.

Stress: □□□ □□

Armor/Shields: Armor 2, Shields 2

Fate: 3

Skills

Investigation Superb (+5), Guns Superb (+5), Alertness Great (+4), Stealth Great (+4), Athletics Good (+3), Deceit Good (+3), Weapons Fair (+2), Fists Fair (+2), Resolve Fair (+2), Endurance Average (+1), Intimidation Average (+1), [] Average (+1), [] Average (+1)

Aspects

WARRIOR OF A WARRIOR PEOPLE; LAST TO RETREAT; ASSESS, THEN STRIKE; AIM FOR THE WEAK SPOT; REGIMENTAL DISCIPLINE; THIS ONE'S A THREAT

Stunts & Species Abilities

Acute Hearing (pg. 31), Claws and Fangs (pg. 31), Low Light Vision (pg. 31), Ryjyllian Combat Focus (pg. 31), Focused Senses: Sight (pg. 115), Impossible Detail (pg. 115), Stay on Target (pg. 115)

Gear

Repeating Blast Rifle (Damage 2, Accuracy 1, Range 3, Autofire), Blast Pistol (Damage 2, Range 2), Vibrodagger (Damage 3, Accuracy -1), Synthetic Mesh (Armor 2, HARD TO DETECT), Combat Screen (Shields 2)

Serious Badass

-Justin Lance

An older, craggy-faced, and grey-haired Arsubaran, Lance acts as the fence for the crew. He's a veteran dealmaker and a shrewd and sharp customer. When violence is in the offing, Lance doesn't take part. He just tries to get away.

Stress: □□□

Armor/Shields: Shields 2

Fate: 3

Skills

Trading Superb (+5), Empathy Superb (+5), Resolve Great (+4), Contacting Great (+4), Deceit Good (+3), Investigation Good (+3), Rapport Fair (+2), Systems Fair (+2), Academics Fair (+2), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

WE'RE EVERYWHERE; GO ALONG TO GET ALONG; SHREWD DEALMAKER; "LET ME HANDLE IT."; "I'M NOT A VIOLENT MAN."; PICKED UP A FEW TRICKS

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Cool Customer (pg. 122), Cold Read (pg. 111), The Skeptic's Ear (pg. 111), Impossible Detail (pg. 115)

Gear

Combat Screen (Shields 2)

-Terrence "Terentius" Micheau

Micheau is a scruffy and scrappy tramp freighter captain and pilot. He's not too different from a Class D crewman. He spent a lot of money to pick up this cargo, and he knows it's hot, but he's also not willing to just give it up. It cost good money!

Stress: □□□ □

Armor/Shields: Armor 2, Shields 2

Fate: 5

Skills

Contacting Superb (+5), Pilot Great (+4), Trading Great (+4), Rapport Good (+3), Fists Good (+3), Alertness Good (+3), Guns Fair (+2), Athletics Fair (+2), Systems Fair (+2), Resolve Fair (+2), Empathy Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

THE STARS CALL; "I'LL DO THAT!"; SCRAPPY TRAMP FREIGHTER PILOT; JUST TRYIN' TO GET BY; LET'S SEE WHAT WE CAN AGREE ON; I'LL FIGHT IF I HAVE TO

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Ear to the Ground (pg. 110), Talk the Talk (pg. 110), Ear for Bull (pg. 122)

Gear

Blast Pistol (Damage 2, Range 2), Synthetic Mesh (Armor 2, HARD TO DETECT), Combat Screen (Shields 2)

Serious Badass

Duchess Miracle

Miracle is a Ken Reeg engineer. She wears stained and worn overalls and is a whiz at repair. She's also a fast-talking and loquacious companion and partner of Micheau.

Stress: □□□ □

Armor/Shields: Armor 2, Shields 2

Fate: 5

Skills

Engineering Superb (+5), Systems Great (+4), Rapport Great (+4), Empathy Good (+3), Deceit Good (+3), Alertness Good (+3), Weapons Fair (+2), Athletics Fair (+2), Academics Fair (+2), Sleight of Hand Fair (+2), Resolve Average (+1), Guns Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

“THERE'S ALWAYS A LOOPHOLE.”; “LET'S MAKE A DEAL.”; THE ENGINE WHISPERER; NO ONE EXPECTS A KEN REEG ENGINEER; LET'S GET THIS DONE; CAN'T WE TALK ABOUT THIS?

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), Grease Monkey (pg. 112), Miss Fix-It (pg. 113), Five Minute Friends (pg. 118), Smooth Over (pg. 119)

Gear

Sonic Shotgun (Damage 2, 4 vs. targets in the same zone, Accuracy 1, Range 2, Scattershot, Persistent Effect: PRONE), Synthetic Mesh (Armor 2, HARD TO DETECT), Combat Screen (Shields 2)

Dare

An aging but sturdy light cargo vessel.

Stress: □□□ □□□

Base Cost: Great (+4)

Maneuverability: Fair (+2)

Speed: Average (+1)

Shields: None

Aspects

SMALL BUT STURDY; A FEW TOO MANY YEARS ON HER; TAKES A LICKING

Weapons

Dual Laser Turrets (Damage 2, Accuracy 1, Range 3)

Crew of the Dare

Gunner Good (+3)

TRANSGALAXY WAREHOUSE 182

A run-down and dingy warehouse in a really, really bad part of town. The rent's cheap, though!

CUT-RATE WAREHOUSE

Invoke: if you want to try something, the security isn't that great, "I'm warning you, I hit the alarm! The cops will be here in 30 minutes or so!"

Compel: all sorts of corners get cut, "If you have a problem with it I really don't give a damn."

THE LEFT FIST DISTRICT

An old, run-down residential district, infested by criminal gangs and troublemakers. The buildings are greatly decayed or are ruins. There are lots of people living here anyway.

LOCALS ARE TIGHT

Invoke: you helped one out, "I heard you backed Slivvy. What can I do for you?"

Compel: they won't open up to outsiders, "Get lost, starchaser."

THE CREWS ARE KING

Invoke: the local Crew can help if you get on their good side, "Nothing moves here I don't know about."

Compel: you're in trouble if you piss off the Crew, "Damn, these guys are popping out everywhere!"

CRUMBLING CONSTRUCTION

Invoke: you want to knock something over, "A strong push is gonna take this down."

Compel: something could collapse under you, "The floor's starting to go!"

ARSUBAR

The planet Arsubar is located in the GCP system. It is the home world of Arsubarans and is crowded with beings of every imaginable species.

TEEMING WITH PEOPLE

Invoke: if you need to find a professional of any stripe, you likely won't have any trouble, "An archaeologist specializing in third century Dolom architecture? Try Professor Grioc at the Arsubaran Polytechnic Institute."

Compel: finding a specific person can be tough, "Gorgor was here a few days ago, but I don't know where he's staying now."

EVERYONE COMES TO ARSUBAR

Invoke: you may see a friendly face, "Doran! I didn't know you were working corporate security now."

Compel: sometimes people come to Arsubar you don't want to see, "Mr. Slightly, fancy meeting you here. Look, I'll have the money soon. That's why I came here, to get a job!"

CONSTANT TRAFFIC

Invoke: it's easy to melt away in the shuffle, "Where'd she go? I can't see her in this crowd."

GREASY SANDER

A local Arsubaran informant. He's circumspect, but he opens up with the right approach and a little cash under the table. He counts as a Fair (+2) Social companion.

I KNOW EVERYBODY IN LEFT FIST

Invoke: you need info, "Yeah, I know Taft. A two-bit hood and hustler."

Compel: you start to threaten him, "Got a problem over here, Greasy?"

THOMAS

Thomas is your regular TransGalaxy Dispatch Officer. He is a low level functionary and can best be described as blandly friendly. He's an Average (+1) Mental companion.

COG IN THE MACHINE

Invoke: he doesn't have the authority to reprimand, "Oh, that's well above my pay grade. I'll refer it to the home office."

Compel: he's deaf to your pleas, "Sorry, I can't make that decision. I'll refer it to the home office."

DOUG

Doug is a grouchy man. He never hears about you unless something has gone wrong, and he doesn't like it when things go wrong. He's a Fair (+2) Social companion.

YOU NEED TO SOLVE MY PROBLEM

Invoke: your problem is still solvable, "Look, we've got it covered."

Compel: if you're talking to Doug, things are not good, "I don't give a damn how you do it, just get it done!"

JOHNNY Q. LIGHTNING, ESQ.

Mr. Lightning, Esq., is trying to make partner, and his heart's cold as a stone. Right or wrong make no difference in the eyes of the law. Lightning is a Good (+3) Social companion.

THE LAW IS KING

Invoke: you can muster a real legal argument, "Well, our rights are laid out somewhat differently in the contract."

Compel: he knows the law, "I'm afraid you agreed to do this, contractually."