

## NEMEZIS PREGENERATED CHARACTERS

By Umberto Pignatelli

### THE BETA AGENCY

The Beta Agency, often simply known as “the Beta”, is a private investigation and security agency based on Ash, but operating throughout the whole Horizon system. The services offered by the agency are diverse, from advanced forensics consulting to highly focused incursions in Horde controlled territories. Given the number of specializations required, the Betas, as the organisation’s agents are called, have very different backgrounds. The Agency pays well and isn’t against hiring freelancers, if they need them.

**The Beta Agency in Play:** One of the greatest problems of an RPG campaign is finding a reasonable motivation for the heroes to stay together. Being part of the Beta, even as freelancers, can be a good way of getting the party together. For this reason in the backgrounds of the pre-generated characters below you’ll find a subsection titled Recruitment, describing how they got involved with the Beta. If you prefer to use the characters without the Beta, simply ignore that part.

## KARINA KERR

**Race:** Fury.

**Character Concept:** Duelist

**Background:** Karina was born on an off-world around fifteen years ago, and was raised with a single objective: to make her a perfect fighting machine, to be unleashed at the order of her patron. After childhood she was practically sold as a slave to Guillaume Savillac, the head of a minor Barizian noble house, to be used as a pet duelist. She was largely successful: her young age made many opponents underestimate her, not knowing that being a Fury, she was far older than she appeared. All went well till her master, Guillaume, was found dead in his bedchamber, adjacent to Karina's room. All the evidence pointed to Karina as the killer, and she was forced to flee from Savillac palace to avoid execution. She was almost certainly framed, and is convinced that the killer of her master is in truth Philippe, the cousin of Guillaume and next in the line of succession.

**Recruitment:** Beta's recruiters found Karina in a bar in Bariz City, after she had killed four people, all Savillac guards, in a brawl. They offered her a quick extraction from the planet and a place as an agent in the Beta, an offer she could not refuse.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving d4, Fighting d10, Healing d6, Notice d6, Persuasion d6, Shooting d6, Taunt d6, Throwing d4.

**Charisma:** +2; **Pace:** 7; **Parry:** 7;

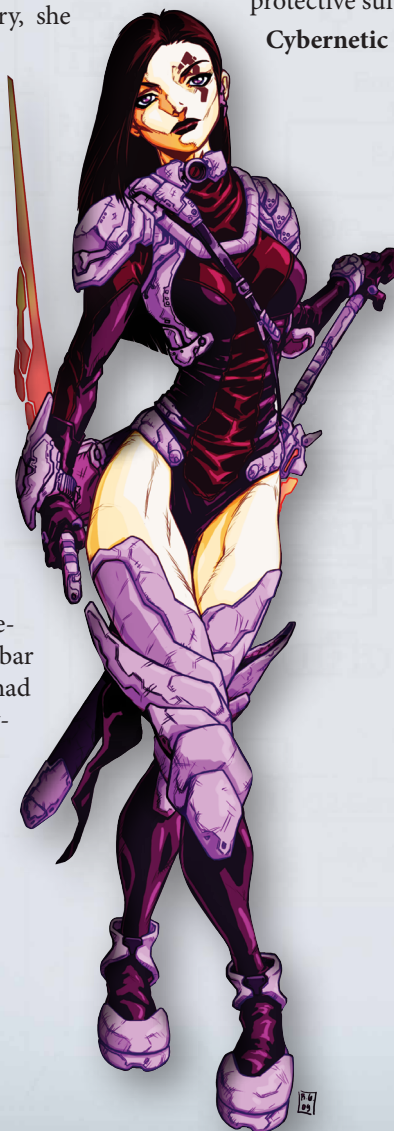
**Toughness:** 7 (2)

**Edges:** Ambidextrous, Fast Metabolism, Quick, Statuesque, Weapon Specialization.

**Hindrances:** Enemy (major), Inborn Arrogance, Loyal, Stubborn.

**Gear:** Twin short swords (Str+d6), jack, protective suit (+2).

**Cybernetic Points:** 1/12



## JEROM BLACK

**Race:** Ashite.

**Character Concept:** Psychic Investigator

**Background:** Jerom Black was born to be a cop. Even before his psionic potential fully developed (he was a late latent) his inquisitive mind and innate understanding of the human mind's motivations made him an excellent policeman. Jerom was assigned to the Special Crime Squad, specializing in hunting down serial killers, a crime more common every day in the troubled conditions of Ash. Given his psychic powers he managed to "enter" the killers' minds, a troublesome experience, but one that helped a lot in the investigations. Two years ago, one of these monsters, nicknamed the Carnifex, kidnapped and murdered Ayla, Jerom's wife, before being captured and sentenced to permanent conviction in a penal colony. From that day on, Jerom wasn't the same person: his life was shattered and he found refuge in alcohol, the only thing that can keep at bay the recurrent dreams of Ayla, a specter he cannot exorcize.

**Recruitment:** Jerom Black lost his job two months ago because of his alcoholism. The Beta's recruiters found him in a dirty hotel, nursing the bottom of a bottle. Somehow they managed to see the old Jerom under the current wreck, and offered him a job as a freelance investigator under the orders of the Beta Agency. Some part of the old Jerom's spirit must have survived, because he accepted.

**Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

**Skills:** Fighting d6, Investigation d8, Notice d8, Persuasion d6, Psionics d8, Shooting d6.

**Charisma:** 0; **Pace:** 6; **Parry:** 5;

**Toughness:** 5

**Edges:** Arcane Background: Psionic, Cold Tolerance, No Need for Sleep, Psychic Cop.

**Hindrances:** Delusion (dreams of his wife Ayla), Habit (alcohol), Heroic.

**Powers [15 PP]:** *Detect/Conceal Arcana, Dispel, Telekinesis.*

**Gear:** Plasma Pistol (Damage: 2d10, 15/30/60, AP: 10, Semiauto), jack, investigator's kit, handcuffs, communicator.

**Cybernetic Points:** 1/12.



## TAZIR "I DID"

**Race:** Corite.

**Character Concept:** Pilot

**Background:** Tazir is an orphan who grew up in a refugee camp on Cor. Despite his harsh youth he is a pleasant fellow, always smiling. In truth it is the constant adrenaline which keeps him happy. Tazir is a born pilot: he started driving hover bikes in illegal races on the outskirts of his city, then he enlisted in the army, just for the sake of piloting an aircraft, and became famous for his daring extractions of troops in the middle of Horde controlled territory. Infantrymen love him, because there is no landing too dangerous for him. Nobody knows why he left the Cor army and how he got involved in the Syndicate, but he is known to have piloted a starship from Cor to Ash with its sensors turned off to avoid being noticed by custom officers.

Instead everybody knows why he is nicknamed "I Did": he never managed to keep his mouth shut about his enterprises, even the illegal ones, and this caused his frequent visits to jail. One time, while policemen asked the customers of a bar if they knew who smuggled a cargo of goods under their noses, he stood up and politely admitted: "I did". He was jailed, but earned that funny nickname.

**Recruitment:** The Beta Agency always needs good pilots. They pay well, and allow him to drive top notch vehicles, things that otherwise he'll never touch. In exchange they ask him to stay clean with the law and keep his mouth closed on missions. That isn't a hard task, is it?

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving d8, Fighting d6, Gambling d4, Notice d6, Piloting d8, Shooting d8, Streetwise d4.

**Charisma:** 0; **Pace:** 6; **Parry:** 5;

**Toughness:** 6(1)

**Edges:** Ace, Luck.

**Hindrances:** Big Mouth, I Owe You One (Syndicate), Overconfident.

**Gear:** Plasma Pistol (Damage: 2d10, 15/30/60, AP: 10, Semiauto), switchblade (Str+d4, -2 to Notice rolls to detect when folded), leather jacket (+1), jack.

**Cybernetic Points:** 1/12.



## BOLTAN

**Race:** Corite.

**Character Concept:** Mercenary

**Background:** Boltan remembers when the Horde arrived on Cor. He was only a little boy, and saw the news on the network, under the porch of his family's farm. Today neither the farm, nor his family exist anymore: the place is deep in Horde controlled territory and his relatives died in the war. Boltan was in the army for four years, and fought countless horrors to conquer back some meaningless scraps of land. During this time, he became aware that the army is corrupt, and this definitely killed his idealism. So he quit, and started selling his services privately. He became a mercenary, and a good, if expensive, one. He hopes one day to gain enough money to buy a farm, on some planet where the Horde never arrived, and start a new life. But this won't happen today, or tomorrow.

**Recruitment:** Boltan was hired by the Beta after saving a manager from a mugging in a squalid back alley on Ash. The manager turned out to be an undercover agent of the Beta, who hired him privately for personal safety in a dangerous case. Only at the end of the mission did the man reveal his real identity and offer Boltan a position in the Agency.

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

**Skills:** Climbing d4, Fighting d8, Healing d4, Notice d4, Shooting d8, Stealth d4, Survival d4, Throwing d6.

**Charisma:** -4; **Pace:** 6; **Parry:** 6;

**Toughness:** 10(4)

**Edges:** Brawny, Nerves of Steel.

**Hindrances:** Greedy (Major), Mean, Ugly.

**Gear:** Plasma rifle (Damage: 3d10, Range: 30/60/120, AP: 10), scout armor (+4).



# WILLIAM RAMIREZ-BRIAN III

**Race:** Barizian.

**Character Concept:** Noble

**Background:** William Ramirez-Brian III, “Willie” to his friends, is the third son of an important Barizian family. Mildly interested in politics, he grew up as a connoisseur of wines and a lover of pleasures and pretty women. A worthless, but also innocuous, lifestyle - apparently. In truth Willie hides a secret: his last lover, Katrina, introduced him to a particular social circle, the Jimja Lovers, which was revealed to be a sect of worshippers of Talic, the Hound of Desire. Completely absorbed by the sect, in a few months William committed acts so depraved that now he feels sick at the mere thought. Luckily for him his father, Lord Ramirez-Brian, discovered this before it became public knowledge, and the private forces of the family wiped out the sect, including Katrina. Willie received a serious, but very private, reprimand, and was sent off-world, officially to establish diplomatic relations, but in truth in a sort of golden exile.

**Recruitment:** Lord Ramirez-Brian’s security is good, but not good enough to fool the Beta investigators. Some months ago a Beta lawyer contacted Willie during a pleasure trip on Thenard. He showed him a full dossier of his past in the Jimja Lovers. This info could destroy his family’s reputation forever. Willie expected blackmail of some sort, but the Beta had different plans: Willie, with his spaceship and his social standing, can contact places and people normally out-of-reach for stan-

dard Beta agents. Their proposal was straightforward: work for the Agency, or be ready to see the dossier on the major galactic networks.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d8, Intimidation d6, Notice d6, Piloting d6, Persuasion d6, Shooting d4, Streetwise d4, Taunt d6.

**Charisma:** +2; **Pace:** 6; **Parry:** 8;

**Toughness:** 5

**Edges:** Cold Heart, Noble, Starship, Steel Mind.

**Hindrances:** Anemic, I Am From Bariz, Phobia (arachnoids), Traitor to Mankind.

**Gear:** Bejeweled sword cane (Str+d4, +1 Parry, counts as rapier), plasma derringer (Damage: 2d8, Range: 10/20/40, AP 10), small deflector (+1 Parry), personal force field (Shield Soak: 2d6), jack, chemical analyzer, *Valentine* (private space yacht, see below).

**Cybernetic Points:** 2/12.

## VALENTINE, SPACE YACHT

Willie’s personal space yacht became his home after his more or less voluntary exile from Bariz. It has all the comforts a nobleman and his entourage could desire, including a well-stocked wine cellar, but it lacks any weapons.

**Acceleration/Top Speed:** 50/300

**Toughness:** 30(20)

**Crew:** 1+6

**Notes:** Climb 1, Heavy Armor.



## YUMIKO TAL

**Race:** Corite.

**Character Concept:** Thief/Infiltrator

**Background:** Yumiko Tal isn't the real name of the scrawny girl who boarded the merchant spaceship *Ryme* as a stowaway, leaving the war on Cor in the hope of finding a new life on Ash. The only memory of the journey she has is the constant nausea caused by the low gravity, a condition she never managed to overcome.

The young girl didn't find the paradise she expected on Cor, and was forced to join a band of street thugs to survive. She even changed her name in a more oriental one to be accepted by her new companions. They were hard years, but they forged Yumiko in many ways, so that now she is a highly skilled thief and infiltrator, capable to break into high-security corporate facilities and military installations alike, and to live a comfortable life with her illegal profits.

**Recruitment:** Two months ago during a theft in the safety vault of a wealthy collector Yumiko was captured by a couple of security members, which were revealed to be highly trained Beta agents. Given her great skills the Beta, instead of denouncing Yumiko, offered her the chance to join the Agency, where her abilities can hopefully be put to good use.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Climbing d6, Fighting d6, Lockpicking d8, Notice d6, Shooting d6, Stealth d8, Streetwise d4.

**Charisma:** 0; **Pace:** 6; **Parry:** 6;

**Toughness:** 5

**Edges:** Acrobat, Thief.

**Hindrances:** Curious, Space Sickness, Quirk (superstitious).

**Gear:** Plasma pistol (Damage: 2d10, Range: 15/30/60, AP 10, Semiauto) Protective suit (+2), thieves' picks, climbing gear.

