

TRAVELLER



*Supplement 7:
1,001 Characters*

Populating the Stars

TRAVELLER

1,001 CHARACTERS

CREDITS

Classic Traveller

Marc Miller

Loren Wiseman, John Harshman, Frank Chadwick, Darryl Hany,
Winston Hamilton, Tony Svajlenka, Scott Renner, Doug Poe,
David MacDonald, Wayne Roth, Paul R. Banner

Mongoose Traveller

AUTHOR

August Hahn

EDITOR

Nick Robinson

LAYOUT

Will Chapman

INTERIOR ILLUSTRATIONS

Jason Banditt Adams

PROOFREADER

Charlotte Law

SPECIAL THANKS

Dominic Mooney, Stuart Machin, David Ives

CONTENTS

INTRODUCTION	2
CORPORATE	4
GOVERNMENT	39
MILITARY	74
CRIMINAL	108
INDEPENDENTS	142
ALIENS, OUTCASTS AND THE FRINGE	178
THE 1,001 ST CHARACTER	211

1001 Characters ©2010 Mongoose Publishing. All rights reserved. Reproduction of this work by any means without the written permission of the publisher is expressly forbidden. All significant characters, names, places, items, art and text herein are copyrighted by Mongoose Publishing.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Game License, please go to www.mongoosepublishing.com.

This material is protected under the copyright laws of the United Kingdom and of the United States. This product is a work of fiction. Any similarity to actual people, organisations, places or events is purely coincidental.

Traveller is a trademark of Far Future Enterprises and is used under licence.

Printed in the USA.

INTRODUCTION

Imagine the setting. A gleaming world turns on the fringes of known space. Down on its surface, a sprawling city rests where a rocky shore meets the sea. A massive dock on the city's landward side plays host to hundreds of ships and smaller craft. High above the city in geosynchronous orbit, a newly built space station catches the rays of the system's blazing sun. Approaching the station, its engines at low burn, a starship the size of an office building prepares to resupply.

Teeming cities, planetside docks, space stations and capital ships all have one thing in common. They are filled with people. The people may not always be human in *Traveller* but they are always there. Interaction is one of the cornerstones of any game and non-player characters are the tools a Referee uses to do so with the players.

No game would be complete without these characters, foils for the Referee to impart information, engage the players and sometimes even challenge them directly. Some will be allies, others enemies and the rest just neutral parties trying to survive in the same dangerous universe. No matter what the players might do or where they might go, the Referee is always going to need new Non-Player Characters to keep the game interesting.

That is where *1,001 Characters* comes in; it provides exactly what the title implies. In these pages rest just over 1,000 different people, many human and some alien. They come complete with names, game statistics and a synopsis to give Referees an instant idea of who they are and where they might fit in the overall scheme of their universe. Some are young, others are old. Some are simple, others are quite complex. Some are peaceful, others are Aslan. It takes all kinds to build the *Traveller* galaxy and all kinds are exactly what await readers in this book.

HOW TO USE 1,001 CHARACTERS

There are no limits to what a Referee can do with this material. The basic premise is that whenever a new Non-Player Character is needed, the Referee can simply scan the entrees for a likely individual based on careers or other needs and pull them into

the game. With 1,001 characters to choose from, no plot is likely to run out of options for new blood.

Every character includes a Subtitle(s) entry at the bottom of its description. The Subtitle(s) is a small summation, most often two words, that gives a snapshot of that person. By just looking at this entry, a Referee can quickly find someone to match the needs of the game.

1001 Characters is useful for more than just quick roles in a game. Each character has its own careers, skills, equipment and personality complete with motivations. Many even have something in their backgrounds that could lead to adventure ideas of their own. Just by reading and using a few of the characters in this book, a Referee could incorporate entirely new subplots, flesh out existing ones or even create a campaign around the material provided in these descriptions.

The entries here could be used as a launching point for Player Characters to short-cut the creation process, jump right into a game or to give players something to build a character around. Each character is a legitimate one as per creation rules but for the sake of the subject matter only relevant skills and any skills above 0 have been listed. Likewise, equipment has been limited to what might have direct import when first encountering the character. Referees wishing to have their players use these characters as their own may want to take some little time to flesh them out completely.

On the subject of skills, several characters are given skills that normally cascade into specialties. With only a few exceptions where character concepts require it, these skills have been left without specialties. This allows Referees to assign whatever specialties would make the Non-Player Character fit best in their campaigns. Normal rules for choosing specialties and increasing them with new skill ranks still apply.

WHAT YOU WILL FIND WITHIN

The first 1,000 characters are divided into six chapters that offer a basic overview of where they might exist in the galaxy. Each

chapter is then divided by pages into groups of six characters all conforming to a simple subject but quite diverse individually. For example, the Accountants page in the Corporate chapter lists six characters that, while they may fit in a corporation-style setting and are all capable of serving as accountants, are quite different from one another.

The six chapters are all very broad categories and offer a wide variety within each one. Several of the chapters also have 'team' pages, groups of six characters that all fit together and are best used that way.

THE CORPORATE CHAPTER

Because businesses and megacorporations can play such a huge role in galactic events and often form entire settings in *Traveller* games, characters suitable for use against a business or corporate backdrop have been gathered here. This chapter has several teams, each one designed to show the sort of groups that might be formed to handle economic challenges and deal with competitors. In the business world of *Traveller*, 'dealing with competitors' can be every bit as unpleasant as it sounds.

THE GOVERNMENT CHAPTER

Every planet with sentient life has some sort of leadership model for its people. Even the most primitive planets have governments, whether it be based on might makes right or rule by elders. The policies of the Third Imperium encourage this diversity by imposing very few restrictions on the governments of worlds within its territory. This chapter provides characters from more than two dozen forms of government, each one has both a usable personality and a glimpse into the whys, hows and realities of their worlds' leadership.

THE MILITARY CHAPTER

Almost without exception, wherever there is life there are soldiers. The military is a fact of life on virtually every world with a population larger than a few families. This chapter is broken down into kinds of soldiers and offers different imaginings of the same role. There are also teams of warriors with motivations and armaments listed. The characters in this chapter are especially well-suited to being pulled out of context and used to represent challenges the players might face during the game.

THE CRIMINAL CHAPTER

Perhaps even more certain than governments and the military, criminals are everywhere. From murder to minor crimes, the many forms of lawlessness in the galaxy can be found in this chapter. There are a couple of teams as well, a gang that would be especially at home in a space port town or large city and a band of pirates more daring than their numbers might support. The many faces of anti-social behaviour all have their place here.

THE INDEPENDENTS A TO Z CHAPTER

Those who are not rich, powerful, militant or miscreant have a place in the universe as well. That place is in this chapter. As suggested in the title, the chapter is divided into categories from A to Z with six characters in each one. From artisans to zealots and every sort of galactic citizen in-between, this chapter offers a cross reference of humanity in space.

THE ALIENS, OUTCASTS AND THE FRINGE CHAPTER

Traveller makes room for lots of different forms of life and so does *1,001 Characters*. This chapter includes several pages on each of the Major Races provided in the Core Rulebook. Aslan, Droyne, Hiver, K'kree, Vargr and the Zhodani are all represented with characters that either help define the race or throw its conventions and culture into sharp relief. There is even a section on Humanitii and several unidentified sentient creatures, five pages of characters that do not fit the usual mould. If a Referee is looking for the alien and unusual, this is the only chapter needed.

LAST BUT NOT LEAST

The final character in the book is one that could easily be for the basis for a game all by himself. Filled with plot options and possibilities for Referees looking to mine the material, the 1,001st character is a very special individual with a personality and history set firmly in the setting of the Third Imperium. That said, he could certainly be inserted into any other background or incorporated into any plotline with just a little alteration.

In fact, depending on when the game is set during the 1,001st character's personal history, he might even be looking for some useful allies or a new apprentice...

CORPORATE



ACCOUNTANTS

Name	<i>Alyce Petrovya</i>	STR 5	DEX 7	END 7	INT 12	EDU 9	SOC 8
Age	42	Career(s) <i>Merchant (broker, 3 terms), Citizen (corporate, 3 terms)</i>					
Skills	<i>Admin, Broker 2, Computers, Deception 2, Diplomat, Persuade, Leadership</i>						
Equipment	<i>Comm (TL 8), Body pistol, Stim drugs (2 doses), Criminal contact</i>						
Character	<i>Alyce grew up on the wrong side of the stars from an early age. Smart enough to get off her homeworld as soon as she could, her skills with maths and money landed her a job handling the books of a corporate embezzler. Alyce was smart again, keeping enough deniability to stay free when he was arrested. Now she does what he did, but smarter.</i>						
	Subtitle(s) Corporate Embezzler						

Name	<i>Angukam Shigas</i>	STR 7	DEX 9	END 8	INT 10	EDU 9	SOC 6
Age	30	Career(s) <i>Marines (Star Marines), Citizen (corporate, 2 terms)</i>					
Skills	<i>Admin, Broker, Computers, Gambler, Gun Combat, Melee (blade)</i>						
Equipment	<i>Flak Jacket (TL 8), Commdot, Hand Computer, Cutlass, Stunner (TL 10)</i>						
Character	<i>Retired from marine service after a quarrel with his commanding officer turned violent, Angukam turned to life in the private sector as a way of fuelling his one true passion – gambling. Unwilling to take risks with other peoples' money, he developed the skill to manage his own finances and makes a good living doing so for others.</i>						
	Subtitle(s) Ex-Military, Gambler						

Name	<i>Earl Spencer-Collins</i>	STR 5	DEX 6	END 7	INT 12	EDU 11	SOC 10
Age	42	Career(s) <i>Citizen (Corporate, 4 terms), Nobility (Dilettante, 2 terms)</i>					
Skills	<i>Admin, Advocate, Broker, Diplomat, Jack of All Trades, Persuade</i>						
Equipment	<i>Commdot, Hand Computer, Servitor Robot</i>						
Character	<i>The youngest child of the Spencer-Collins noble family, Earl was expected to learn a respected trade and ply it until he proved himself to his jaded aristocratic family. Always one to do as told, he picked the business of finance to his parent's great delight. He was just as delighted when they passed on, only working now for his equally rich friends.</i>						
	Subtitle(s) Elite, Private Accountant						

Name	<i>Martha Anderson</i>	STR 4	DEX 7	END 8	INT 9	EDU 12	SOC 8
Age	26	Career(s) <i>Citizen (Corporate, 2 terms)</i>					
Skills	<i>Admin, Advocate, Computers, Medic, Trade, Streetwise</i>						
Equipment	<i>Comm (TL 8), Medikit x 2 (TL 10), Panaceas</i>						
Character	<i>Instilled with a sense of community service by her activist parents, Martha earned her accounting degree from the finest university on her homeworld but all her experience has come from doing tax and fiscal work for the poor. Her time with them has even included turning her financial office into a shelter and free clinic.</i>						
	Subtitle(s) Accountant to the Poor						

Name	<i>Tanner Giles</i>	STR 8	DEX 8	END 7	INT 10	EDU 9	SOC 9
Age	30	Career(s) <i>Drifter (Scavenger), Citizen (Corporate, 2 terms)</i>					
Skills	<i>Admin, Advocate, Broker, Carouse, Gun Combat (slug pistol), Steward, Survival</i>						
Equipment	<i>Autopistol, Cloth Armour (5), Comm (TL 8)</i>						
Character	<i>The best and worst thing that ever happened to Tanner Giles was when the freighter he was hitching a lift with crash landed on a belter landing pad. With a basic education and enough charisma to score paying work as the miners' accountant, he has learned a lot in a short time. Tanner has no pride and little conscience and is now happily working for criminals.</i>						
	Subtitle(s) Mob Accountant						

Name	<i>Terrance Athelton</i>	STR 6	DEX 3	END 8	INT 11	EDU 13	SOC 9
Age	54	Career(s) <i>Scholar (Scientist, 5 terms), Citizen (Corporate, 4 terms)</i>					
Skills	<i>Admin 3, Advocate 2, Broker 3, Computers 2, Science (history) 2</i>						
Equipment	<i>Comm (TL 10), Data Display/Recorder, Personal Drone</i>						
Character	<i>The name Terrance Athelton is well known in corporate circles as a 'fiscal scientist', a man with a scholarly interest in economics and the history of finance. A perfectly capable accountant, Terrance is far happier when he is teaching the trade to younger minds and makes a very comfortable living contracting out his skills to large corporations.</i>						
							Subtitle(s) Financial Scholar

ADMINISTRATORS

Name	<i>Ikalor</i>	STR 5	DEX 6	END 5	INT 8	EDU 8	SOC 8
Age	42	Career(s) <i>Citizen (Corporate, 6 terms)</i>					
Skills	<i>Admin 2, Advocate, Computers, Diplomacy, Drive (Wheeled)</i>						
Equipment	<i>Commdot, Comm (TL 8)</i>						
Character	<i>True to his caste to a fault, Ikalor will be an administrator for his corporation until the day he dies. Perfectly capable as a low-level executive, Ikalor lacks the initiative to move out of his current role and the ambition to even wish to do so. He is exactly what his culture has made him, a cog in the mechanism of galactic commerce.</i>						
							Subtitle(s) Quiet Middle Management

Name	<i>Kristopher Allen Turner</i>	STR 6	DEX 6	END 8	INT 9	EDU 10	SOC 8
Age	26	Career(s) <i>Citizen (Corporate, 2 terms)</i>					
Skills	<i>Admin, Advocate, Broker, Deception</i>						
Equipment	<i>Hand Computer, Commdot, Snub Pistol</i>						
Character	<i>Fresh from his academy and less than a year into his first management training role, Kristopher Turner uncovered a fraud conspiracy in his new department. Showing uncommon wisdom for such a young manager, Kristopher locked away the evidence and took what he knew straight to the CEO of the company, accepting promotion for silence.</i>						
							Subtitle(s) Ambitious Administrator

Name	<i>Myron Cole</i>	STR 7	DEX 6	END 7	INT 10	EDU 9	SOC 9
Age	26	Career(s) <i>Citizen (Corporate, 2 terms)</i>					
Skills	<i>Admin, Broker, Computers, Diplomat</i>						
Equipment	<i>Comm (TL 10), Hand Computer, Corporate ally</i>						
Character	<i>Myron Cole was never the most popular administrator in his company but when its executives were caught up in a scandal that nearly wiped out the business, he was the only one to stay loyal. That devotion earned him great gratitude when the company was exonerated and even the rare freedom to work freelance as he wishes.</i>						
							Subtitle(s) Loyal Company Man

Name	<i>Sheree Elistin</i>	STR 4	DEX 5	END 4	INT 10	EDU 10	SOC 8
Age	46	Career(s) <i>Citizen (Corporate, 7 terms)</i>					
Skills	<i>Admin 2, Broker 2, Computers, Diplomat, Leadership, Persuade</i>						
Equipment	<i>Commdot, Hand Computer, Corporate rival</i>						
Character	<i>Plagued by minor but chronic health issues since childhood, Sheree coped with her lack of mastery over her body the only way she could – by controlling everything else. Matronly, pushy, closely managing anyone under her supervision, Sheree is brutally effective despite her frailty. While she may not be liked, her skills cannot be questioned.</i>						
							Subtitle(s) Control Freak

Name	<i>Tara Johnstone</i>	STR 5	DEX 8	END 10	INT 9	EDU 9	SOC 9
Age	26	Career(s) <i>Merchant (Free Trader), Citizen (Corporate)</i>					
Skills	<i>Admin, Advocate, Carouse, Deception, Persuade</i>						
Equipment	<i>Comm (TL 8), Stim Drugs, Body pistol</i>						
Character	<i>'Tough as Johnstone' was a common phrase back when Tara was in university. She took twice as many classes as anyone else at her level and used stims to stave off sleep so she could work two jobs to pay for the schooling. Now, after all that, she is seemingly stuck in a rut in middle management. Frustrated, she would do anything to get out.</i>						
		Subtitle(s) Desperate Manager					

Name	<i>Tyron Myers</i>	STR 10	DEX 6	END 8	INT 8	EDU 8	SOC 5
Age	38	Career(s) <i>Rogue (Enforcer, 2 terms), Drifter (Wanderer), Citizen (Corporate)</i>					
Skills	<i>Admin, Advocate, Broker, Gun Combat (slug pistol), Melee, Streetwise</i>						
Equipment	<i>Comm (TL 8), Cloth Armour (5), Gauss Pistol</i>						
Character	<i>For the son of migrant workers on a back water colony run by a criminal cartel, the only choice Tyron ever had was how hard he let it make him. Completely unconcerned with law breaking, Tyron only left his homeworld because it was invaded. On the run for a long time, he put his skills to illegitimate ends just to survive.</i>						
		Subtitle(s) Criminal Organiser					

AGENTS

Name	<i>Angelika Iris Tolvoy</i>	STR 4	DEX 9	END 8	INT 8	EDU 7	SOC 7
Age	26	Career(s) <i>Agent (Corporation, 2 terms)</i>					
Skills	<i>Advocate, Computers, Investigate, Streetwise</i>						
Equipment	<i>Hand Computer, Commdot</i>						
Character	<i>Angel, as she is known in the business, is a street shaker, a corporate agent given the important job of listening to the citizens of places where her company has a presence and polling them subtly for their opinions. Part surveyor, part scout, she plays her role very well and even has a small network of informants in each of her territories.</i>						
		Subtitle(s) Streetwise, Gossip					

Name	<i>Dista-Kabo Iritkavash</i>	STR 6	DEX 5	END 5	INT 10	EDU 10	SOC 11
Age	30	Career(s) <i>Agent (Corporation, 3 terms)</i>					
Skills	<i>Advocate, Computers 3, Investigate, Streetwise</i>						
Equipment	<i>Computer (TL 13), Commdot, Data Display/Recorder</i>						
Character	<i>Dista-Kabo has never really fit in with normal people. The only reason he has not simply disappeared into the heart of an IT department on some backwater corporate world is the noble family he belongs to almost unwillingly. His current position is thanks to that family, part of a highly paid agency dedicated to computer security and information systems.</i>						
		Subtitle(s) Introvert, Tech-Savvy					

Name	<i>Fisher Donneroy</i>	STR 8	DEX 7	END 8	INT 8	EDU 8	SOC 9
Age	30	Career(s) <i>Entertainer (Performer), Agent (Corporate, 2 terms)</i>					
Skills	<i>Advocate, Art (acting), Deception, Diplomat, Persuade</i>						
Equipment	<i>Expensive Clothes, Commdot, Stim Drugs, Three Bugs (TL 11)</i>						
Character	<i>Fisher was a consummate actor with a bright smile and a brighter future until his drug addiction caused him to turn violent in the middle of a vid shoot. After a year of public service and a wrecked career, Fisher was approached by an off-world corporation looking for charismatic talent. Now he works as a 'new hire', spying on rival businesses.</i>						
		Subtitle(s) Charismatic Mole					

Name	Octavio	STR 6	DEX 7	END 5	INT 8	EDU 10	SOC 6
Age	22	Career(s) Agent (Corporate)					
Skills	Advocate, Comms, Deception, Investigate, Jack of All Trades, Medic						
Equipment	Comm (TL 8), Medikit, Computer (TL 10), TAS Membership						
Character	There are few agents in the corporate world as hard-working as Octavio, especially for an agent so young. While he can rarely discuss the things he does for his company his wide array of skills are put to the test all over the known galaxy. He is constantly travelling, having racked up more interstellar miles in a few short years than most do in their entire lives.						
	Subtitle(s) Galactic Traveller						

Name	Tisha Trevalian	STR 5	DEX 7	END 6	INT 11	EDU 8	SOC 4
Age	38	Career(s) Agent (Corporate, 5 terms)					
Skills	Admin, Advocate, Computers, Deception, Gun Combat 2, Investigate 2, Persuade						
Equipment	Two Body Pistols, Cloth Armour (2), Commdot, Hand Computer, Bug (Audio, TL 9)						
Character	Her colleagues call her 'Do Anything Tish'. Her corporate victims are far less polite. In her many years in the business world, she has served with several major companies and has made plenty of enemies along the way. Her contacts list is bigger than many businesses she has hit, the many beneficiaries of her fierce attitude and intelligence skills.						
	Subtitle(s) Brilliant, Wilful						

Name	Zemi Ki	STR 6	DEX 10	END 8	INT 6	EDU 8	SOC 6
Age	30	Career(s) Agent (Corporate, 3 terms)					
Skills	Computers, Gun Combat (slug pistol), Investigate, Recon, Stealth 2						
Equipment	Autopistol, Cloth Armour with Vislight Chameleon (5), Commdot, Low-Light Goggles						
Character	Zemi Ki is a ghost, a phantom in the corporate world. Attached to a major corporation and considered an invaluable asset by those in command of the business, Zemi finds secrets and silences others who know them. No one outside of those in direct contact with Zemi even know 'his' gender. Few ever see Zemi Ki directly, fewer live to tell of it.						
	Subtitle(s) Dangerous Agent						

CLERKS

Name	Batson Caravel	STR 6	DEX 6	END 7	INT 6	EDU 7	SOC 5
Age	22	Career(s) Merchant (Broker)					
Skills	Persuade, Steward, Streetwise						
Equipment	Comm (TL 6), Work Uniforms						
Character	Batson, or 'Batty' to those he works with, could be any clerk at any run-of-the-mill shop or spaceport stand anywhere in the settled galaxy. Constantly changing from job-to-job and planet-to-planet, Batty fulfils a core business requirement – a warm body and pair of hands for the menial tasks not important enough to automate.						
	Subtitle(s) 'Anyman' Clerk						

Name	Cassie Montillarro	STR 5	DEX 8	END 6	INT 8	EDU 10	SOC 8
Age	30	Career(s) Scholar (Scientist), Merchant (Broker 2)					
Skills	Broker, Diplomat, Science (Sophontology), Steward 1						
Equipment	Comm (TL 8)						
Character	Growing up Cassie had her life all planned out. Then a political shift on her homeworld left her with no way to advance her now black-listed study program in school. Overnight she lost her scholarship and had to take work as counter help at a shopping mall. Cassie still has a plan though. Saving up and investing is just the first step on a very long road.						
	Subtitle(s) Rebel in Waiting						

Name	<i>Gushiir Rikala</i>	STR 6	DEX 5	END 8	INT 5	EDU 6	SOC 6
Age	34	Career(s) <i>Merchant (Free Trader, 4 terms)</i>					
Skills	<i>Admin 3, Broker, Mechanic 2, Zero-G</i>						
Equipment	<i>Commdot, Vacc-Suit (TL 8)</i>						
Character	<i>Born into a caste that serves aboard starships their entire lives, Gushiir was simply not bright enough to operate as a mechanic. Assigned to the parts room aboard his first vessel Gushiir has carved a niche for himself, understanding just enough about mechanics to anticipate his crews' needs, always having in stock the required parts.</i>						
	Subtitle(s) 'Psychic' Supplier						

Name	<i>Hiila Laduura</i>	STR 4	DEX 7	END 7	INT 7	EDU 8	SOC 8
Age	38	Career(s) <i>Merchant (Broker, 5 terms)</i>					
Skills	<i>Advocate, Broker, Persuade, Steward 2, Streetwise 1</i>						
Equipment	<i>Commdot, Fine Clothes, Body Pistol</i>						
Character	<i>Hiila is a rare thing among her people – a social climber. Born into a high caste but not high enough for her tastes, Hiila went into business with a partner selling luxury goods to the idle rich. When her partner stole everything and vanished, she had to rebuild from the ashes. No matter; she may be getting a late start but one day she will live like a true highborn.</i>						
	Subtitle(s) Social Climber						

Name	<i>Percival Sharpton</i>	STR 8	DEX 6	END 5	INT 8	EDU 6	SOC 7
Age	34	Career(s) <i>Drifter (Scavenger, 2 terms), Merchant (Free Trader, 2 terms)</i>					
Skills	<i>Astrogation, Drive, Gun Combat, Pilot (small craft), Pilot (spacecraft), Steward 1</i>						
Equipment	<i>Comm (TL 10), Data Display/Recorder, Shotgun</i>						
Character	<i>When the Sharpton financial empire fell, its various heirs were left stranded across the stars without even enough money to make it home, not that their home remained theirs any more. A self-sufficient wastrel, Percival survived by turning his passion for driving into a small but effective business selling vehicles and then personally delivering them.</i>						
	Subtitle(s) Vessel Transporter						

Name	<i>Xander Caufield</i>	STR 6	DEX 6	END 5	INT 14	EDU 7	SOC 6
Age	38	Career(s) <i>Merchant (Broker, 2 terms)</i>					
Skills	<i>Advocate, Broker, Comms, Engineer (electronics) 4, Investigate 1</i>						
Equipment	<i>Comm (TL 10), Computer (TL 10), Toolkit (Engineer, electronics)</i>						
Character	<i>Though one would never think it to look at him while he stocks shelves, Xander Caufield might be the most intelligent man on his entire colony world. Brilliant but self-educated, he works as a clerk because it is all he is qualified to do. Spending all his spare pay, Xander is just one invention away from greatness. At least this is the hope keeping him going.</i>						
	Subtitle(s) Hidden Genius						

COURIERS

Name	<i>'Anywhere' Andy Gallin</i>	STR 6	DEX 6	END 8	INT 8	EDU 8	SOC 7
Age	26	Career(s) <i>Merchant (Broker, 2 terms)</i>					
Skills	<i>Advocate, Broker, Gun Combat, Steward, Streetwise</i>						
Equipment	<i>Body Pistol, Cloth Armour (5), Comm (TL 10), Law Enforcement Contact</i>						
Character	<i>A famous courier, at least within courier circles, Andrew Gallin earned his nickname after years of getting messages and parcels to their destinations regardless of the danger or difficulty. Andy's secret weapon in this endeavour has been his family, most of whom work in law enforcement or travel authorities throughout the galaxy.</i>						
	Subtitle(s) Famous Courier						

Name	<i>Minki Shadur</i>	STR 5	DEX 8	END 6	INT 8	EDU 9	SOC 6
Age	22	Career(s) <i>Drifter (Wanderer)</i>					
Skills	<i>Deception, Melee (unarmed), Recon, Stealth, Streetwise,</i>						
Equipment	<i>Comm (TL 8), Clean Change of Clothes, Battered Satchel</i>						
Character	<i>Minki is casteless, a galactic wanderer hitching lifts from one starport to the next in a constant circle between a few dozen worlds. What makes Minki special is her willingness to run messages and her reputation for discretion and honesty. Her policy is 'once'. What she is given she only passes on once and only to its intended recipient.</i>						
		Subtitle(s) Vagabond, Honest					

Name	<i>Norman Elegy</i>	STR 6	DEX 8	END 8	INT 7	EDU 7	SOC 6
Age	30	Career(s) <i>Citizen (Worker, 3 terms)</i>					
Skills	<i>Drive 2, Mechanic, Steward, Streetwise</i>						
Equipment	<i>Commdot, Ground Car</i>						
Character	<i>Norman Elegy knows his city. Wherever he is he knows it very well, intimately enough to be able to find any location just by its address without recourse to a map. This is a skill he has had his entire life and paired with his aptitude for driving, left him only one logical career – delivery. If it needs to get there fresh and fast, you need to call Norman.</i>						
		Subtitle(s) Delivery Driver					

Name	<i>Russel Damon Kramer</i>	STR 10	DEX 6	END 9	INT 6	EDU 5	SOC 5
Age	26	Career(s) <i>Citizen (Colonist), Merchant (Broker)</i>					
Skills	<i>Advocate, Athletics, Broker, Drive</i>						
Equipment	<i>Comm (TL 8), Lifting Belt and Straps</i>						
Character	<i>The oldest of the four Kramer brothers, Russel does all the heavy lifting for their export company, literally. While not stupid in any way he stayed in the family business and worked so his brothers could go and get educations as their late parents would have wanted. Now that they are all back and helping run the company, he still works hard every day.</i>						
		Subtitle(s) Strong, Kind					

Name	<i>Tekki, 'Preacher T'</i>	STR 8	DEX 6	END 8	INT 9	EDU 9	SOC 5
Age	50	Career(s) <i>Drifter (Wanderer, 8 terms)</i>					
Skills	<i>Jack of All Trades 2, Melee (unarmed) 2, Persuade 3, Recon, Streetwise 3</i>						
Equipment	<i>Cloth Armour (2), Comm (TL 8), Old Battered Book Full of Nonsense.</i>						
Character	<i>Preacher T is completely insane. No one knows where he came from or what he used to do before his psychotic break but now he rambles incessantly about a fictional religion seemingly of his own imagining. He is also unwittingly a perfect covert courier, being fed codes and phrases through psionic messages, delivering them to agents in his 'sermons'.</i>						
		Subtitle(s) Crazy Preacher					

Name	<i>Velira Qel-Johnns</i>	STR 6	DEX 5	END 5	INT 8	EDU 8	SOC 6
Age	22	Career(s) <i>Citizen (Corporate)</i>					
Skills	<i>Admin, Advocate, Broker, Steward</i>						
Equipment	<i>Commdot</i>						
Character	<i>Velira loves her work even if she hates where she does it. She runs the front counter for a general needs shop in one of the busiest, noisiest, roughest space ports in the galaxy. It can be a little frightening at times but she adores meeting new spacers every day. She would not trade her job for anything except the chance to travel the stars herself.</i>						
		Subtitle(s) Lonely Stargazer					

EXECUTIVES

Name	<i>Chezar Aldranos</i>	STR 6	DEX 6	END 5	INT 7	EDU 8	SOC 9
Age	26 Career(s) <i>Citizen (Corporate, 2 terms)</i>						
Skills	<i>Admin, Advocate, Broker, Deception</i>						
Equipment	<i>Commdot, Snub Pistol</i>						
Character	<i>There is no limit to Chezar's ambitions. He is not satisfied with the status quo of his high-scale management job afforded to him through family contacts. While he is no great executive or financial mind he does possess one quality that assures his ascension in business. Chezar is vicious enough to do whatever it takes to remove 'obstacles' in his way.</i>						
	Subtitle(s) Scheming Executive						

Name	<i>Donathene Martran</i>	STR 5	DEX 8	END 6	INT 9	EDU 8	SOC 8
Age	30 Career(s) <i>Citizen (Corporate, 3 terms)</i>						
Skills	<i>Admin 2, Advocate, Broker, Persuade</i>						
Equipment	<i>Comm (TL 10), Servitor Robot</i>						
Character	<i>Donathene is a consummate executive, combining an attractive professional appearance with superlative business skills. She commands respect and rewards loyalty, two traits that have served her extremely well in the galactic marketplace. While she does not yet own the corporation she works for, that little detail is next on her agenda.</i>						
	Subtitle(s) True Professional						

Name	<i>Frederick Val Passen</i>	STR 6	DEX 6	END 7	INT 8	EDU 10	SOC 9
Age	42 Career(s) <i>Agent (Law Enforcement, 3 terms), Citizen (Corporate, 3 terms)</i>						
Skills	<i>Admin, Broker, Computers, Deception, Gun Combat, Investigate, Recon, Stealth</i>						
Equipment	<i>Body Pistol, Commdot, Hand Computer</i>						
Character	<i>On his first day of training, Frederick thought he knew how his life would be. That all changed when he was pulled out of law training and put into undercover classes. Taught how to infiltrate even the most secure executive settings, he has taken to his role perfectly. If your business has Passen's attention, you better hope you have nothing to hide.</i>						
	Subtitle(s) Executive Spy						

Name	<i>Hiirhani Skiir</i>	STR 4	DEX 6	END 6	INT 10	EDU 8	SOC 8
Age	26 Career(s) <i>Citizen (Corporate, 2 terms)</i>						
Skills	<i>Admin, Advocate, Broker, Computers</i>						
Equipment	<i>Commdot, Corporate Ally</i>						
Character	<i>Hiirhani is a woman in way over her head. Promoted because of her intellect, she has been elevated despite her incompetence and has a total lack of people skills. She has no sense of empathy, no real understanding of how to manage or lead and her communication abilities are non-existent. She should be in a back office, not the front lines.</i>						
	Subtitle(s) Skilled But Inept						

Name	<i>Pago Iryhalcon</i>	STR 6	DEX 7	END 5	INT 6	EDU 8	SOC 6
Age	34 Career(s) <i>Merchant (Free Trader, 3 terms), Citizen (Corporate)</i>						
Skills	<i>Admin, Advocate, Broker 2, Persuade, Science (Geology), Trade (Mining)</i>						
Equipment	<i>Comm (TL 10), Sample Case</i>						
Character	<i>Pago Iryhalcon is a fine example of a self-made man, not that he has found happiness in doing it. An eager merchant in his youth, Pago enjoyed the 'game' of mining asteroids and selling his own goods to starships and small businesses one-on-one. Unfortunately fate made him successful and rich, meaning he just runs the business now, a position he hates.</i>						
	Subtitle(s) Reluctant CEO						

Name	Simon Kelling	STR 6	DEX 8	END 7	INT 9	EDU 9	SOC 8
Age	34	Career(s) <i>Civilian (Corporate, 4 terms)</i>					
Skills	<i>Admin, Advocate, Athletics, Broker, Carouse, Diplomacy, Persuade</i>						
Equipment	<i>Bodyguard, Cloth Armour (2), Commdot, Corporate Ally, Criminal Ally, Snub Pistol</i>						
Character	<i>The best revenge is to live well. That is Simon's creed. When his career was almost ended by a rival's machinations, Simon began to weave his own web of plots and influence. Now he goes to all the right parties, joins all the right clubs and pays off all the right crime bosses. In return he has amassed a great deal of power at a very young age.</i>						
							Subtitle(s) Power Player

FAMILY AND FRIENDS

Name	Anton Kestar	STR 5	DEX 10	END 9	INT 6	EDU 5	SOC 9
Age	22	Career(s) <i>Nobility (Dilettante)</i>					
Skills	<i>Carouse, Jack of All Trades, Melee (Blade), Streetwise</i>						
Equipment	<i>Blade, Commdot, Fine Clothes</i>						
Character	<i>Anton is the youngest son of a powerful merchant family and its greatest embarrassment. When he is not embroiled in trouble, he is romancing below his station or antagonising people far above it. His elders are always about one day away from disowning him completely but just before he gets cut off, he does something useful and resets the clock.</i>						
							Subtitle(s) Likable Wastrel

Name	Diogenes Al-Andon	STR 5	DEX 6	END 7	INT 9	EDU 9	SOC 6
Age	30	Career(s) <i>Scholar (Scientist, 3 terms)</i>					
Skills	<i>Computers 2, Engineer (Electronics), Science (Electronics), Science (Physics), Sensors</i>						
Equipment	<i>Comm (TL 10), Computer (TL 12), Data Display/Recorder, Private Laboratory</i>						
Character	<i>There is a word for people like Diogenes – 'doormat'. His best friend in the academy has always been very supportive of his hobbies, so supportive that he is constantly kept in equipment and parts. If Diogenes ever actually stepped outside his cluttered cube apartment, he might realise that his inventions have been stolen and sold as his 'friend's' for years.</i>						
							Subtitle(s) Clueless Genius

Name	Gale Cal-Cooper	STR 5	DEX 7	END 6	INT 7	EDU 8	SOC 9
Age	26	Career(s) <i>Nobility (Diplomat, 2 terms)</i>					
Skills	<i>Advocate, Deception, Diplomat, Persuade</i>						
Equipment	<i>Autopistol, Cloth Armour (2), Comm (TL 8), Diplomatic Rival</i>						
Character	<i>Gale has never lost her love for the stars, even after seeing the kinds of people that tend to live among them. Always the calm voice to her free trader father's gruff exterior, Gale has had a lot of experience at soothing hurt feelings and calming angry customers. For all that she has no desire to go into business, she would be content to travel forever.</i>						
							Subtitle(s) The 'Good' Sister

Name	Nathan Jortaka	STR 8	DEX 7	END 7	INT 7	EDU 5	SOC 6
Age	34	Career(s) <i>Citizen (Corporate, 2 terms), Agent (Law Enforcement, 2 terms)</i>					
Skills	<i>Advocate, Broker, Gun Combat (slug pistol), Investigate, Melee (Unarmed), Streetwise</i>						
Equipment	<i>Autopistol, Commdot, Flak Jacket (6), Hand Computer</i>						
Character	<i>Nathan was the 'golden son' of his high-powered corporate family and set to take over for his father when the elder Jortaka passed down the reins. Then he discovered the many skeletons in his family closet. When he could not deal with it internally he turned over evidence and had to flee into protective custody. Now he fights his family alongside the law.</i>						
							Subtitle(s) Corp Turned Cop

Name	Tempest Cal-Cooper	STR 5	DEX 8	END 7	INT 6	EDU 6	SOC 9
Age	26 Career(s) Nobility (Diplomat, 2 terms)						
Skills	Advocate, Carouse, Deception, Persuade						
Equipment	Autopistol, Cloth Armour (2), Comm (TL 8), Noble Ally						
Character	Like her twin sister Gale, Tempest is a beautiful woman. Unlike Gale, Tempest knows it. She dresses to accentuate, knows all the best places to be seen and works her looks to her very best advantage. She helps her family in her own way but in the end all Tempest really cares about is herself. Capricious and cunning, she is very much a man-eater.						
	Subtitle(s) The 'Bad' Sister						

Name	Xil Miilitix	STR 6	DEX 8	END 9	INT 8	EDU 8	SOC 6
Age	38 Career(s) Marines (Support, 5 terms)						
Skills	Battle Dress, Comms, Drive, Gun Combat 2, Leadership, Medic 3						
Equipment	Battle Dress (TL 13), Commdot, Gauss Rifle, Medikit						
Character	Xil Miilitix was serving on a remote outpost when his town position was overrun. Instead of leaving the marines to their own, the corporate officer in charge of the outpost stayed behind and lent a hand in driving off the raiders. That act of uncommon bravery earned the officer a few battle scars and a steadfast combat medic best friend for life.						
	Subtitle(s) Grateful Soldier						

FINANCIERS

Name	Gasud Aligi	STR 5	DEX 6	END 5	INT 7	EDU 8	SOC 8
Age	58 Career(s) Citizen (Corporate, 10 terms)						
Skills	Admin 3, Advocate 2, Broker 3, Jack of All Trades 2, Leadership 2						
Equipment	Commdot, Hand Computer						
Character	The hands-on approach is the only approach Gasud knows. When he provides funds for a business venture he wants to be intimately involved every step of the way. Just smart enough to be annoyingly competent regardless of the setting. Most of his clients end up cancelling their contracts and paying the default just to be rid of his constant interference.						
	Subtitle(s) Meddlesome, Rich						

Name	Kampu Aluked Gigh	STR 7	DEX 5	END 8	INT 8	EDU 6	SOC 6
Age	26 Career(s) Citizen (Corporate, 2 terms)						
Skills	Admin, Broker, Computers, Diplomacy						
Equipment	Comm (TL 10), Computer (TL 10)						
Character	A financier with a strong interest in computer technology, Kampu's caste birth has kept him from being able to reach the worlds with extremely high technology. Instead he has carved out a private niche financing computer firms on less advanced planets. Making the most of what he has is Kampu's greatest skill.						
	Subtitle(s) Low Innovator						

Name	Lawrence Gitan	STR 6	DEX 6	END 6	INT 8	EDU 7	SOC 7
Age	22 Career(s) Scout (Courier)						
Skills	Admin, Advocate, Comms, Pilot, Vacc Suit						
Equipment	Armoured Satchel, Body Pistol, Comm (TL 10), Vacc Suit (6)						
Character	Lawrence is a space bum with a dream. While working as a courier for a major company suits his abilities he has always wanted his own business. The first thing he thinks he needs is a workforce. To that end he has been subsidising his fellow couriers, handling small financial crises for them. In return he gets favours, boons he intends to cash in soon.						
	Subtitle(s) Wily Daydreamer						

Name	<i>Norma Hershwitz-Kane</i>	STR 4	DEX 6	END 5	INT 9	EDU 6	SOC 8
Age	30 Career(s) <i>Citizen (Corporate, 3 terms)</i>						
Skills	<i>Admin, Advocate 2, Broker 2, Leadership</i>						
Equipment	<i>Comm (TL 10), Sensible Clothes</i>						
Character	<i>Providing investments for community projects has earned Norma quite a reputation for being 'the people's friend'. Unfortunately it is all a ruse. All Norma wants is to build up property values to the point where they can be sold to expanding commercial interests for far more than their current worth. Then she will hop a star liner and never return.</i>						
	Subtitle(s) Land Baroness						

Name	<i>Oscar Harding</i>	STR 7	DEX 6	END 8	INT 9	EDU 10	SOC 9
Age	34 Career(s) <i>Merchant (Broker, 4 terms)</i>						
Skills	<i>Advocate, Broker, Engineer (Power), Persuade, Steward, Trade 1</i>						
Equipment	<i>Commdot, Warehouse with Merchandise</i>						
Character	<i>They call Oscar the Power Broker, a nickname he has earned both by his no-holds-barred business approach and his chosen speciality of financing starship power plants. Not every ship needs weapons and they do not all have jump drives but every vessel in the sky needs power. He is quite content to rule a market he knows will never become obsolete.</i>						
	Subtitle(s) Starship Broker						

Name	<i>Tessa Calumani</i>	STR 6	DEX 8	END 8	INT 10	EDU 9	SOC 10
Age	30 Career(s) <i>Entertainer (Journalist, 3 terms)</i>						
Skills	<i>Art (Writing), Carouse, Deception, Gambler, Persuade, Streetwise, Trade</i>						
Equipment	<i>Body Pistol, Commdot, High Fashion Clothing</i>						
Character	<i>If Tessa has any allegiance or agenda, no one knows what it is. She drifts between social circles easily, using wit and beauty to fit in anywhere. She is a poet, an heiress, a patron of the arts and a gambler. She does not seem to be following any set path in life but as wanderers go, Tessa seems to be having a wonderful ramble of a life.</i>						
	Subtitle(s) Lovely Wanderer						

HOSTILE TAKEOVERS

Name	<i>Boros Tanahar</i>	STR 6	DEX 7	END 8	INT 6	EDU 6	SOC 7
Age	26 Career(s) <i>Agent (Corporate, 2 terms)</i>						
Skills	<i>Computers, Deception, Investigate, Persuade</i>						
Equipment	<i>Comm (TL 8), Hand Computer (TL 10)</i>						
Character	<i>Still new to the business of taking over other corporations, Boros has already started to make a name for himself by gathering contacts in the various companies he has been sent to deal with. Instead of just cutting ties after taking down targets, he maintains contact and has created quite a little network of acquaintances and allies in the corporate world.</i>						
	Subtitle(s) Friendly Spy						

Name	<i>Kaila Kyoto</i>	STR 6	DEX 9	END 8	INT 8	EDU 7	SOC 7
Age	26 Career(s) <i>Citizen (Corporate), Agent (Corporate)</i>						
Skills	<i>Admin, Advocate, Broker, Gun Combat, Social Science (Economics)</i>						
Equipment	<i>Autopistol, Commdot</i>						
Character	<i>Kaila enjoys her job so much she would probably do it for free. She loves the challenge of going into a company and deciphering all of its old business records and financial statements, looking for any small inconsistencies her employers can use to their advantage. Strangely, rival corporations do not seem to appreciate her skills, which is why she carries a gun.</i>						
	Subtitle(s) Sneaky Accountant						

Name	<i>Ruzruka Ieito</i>	STR 8	DEX 9	END 6	INT 8	EDU 6	SOC 6
Age	34 Career(s) Merchant (Free Trader, 2 terms), Agent (Corporate, 2 terms)						
Skills	Admin, Advocate, Broker, Gun Combat, Trade						
Equipment	Cloth Armour (2), Comm (TL 10), Shotgun						
Character	<i>Ruzruka has been out among the stars long enough to know that there is more to life than the rigid ways of his people. Almost an anomaly to his people's way of life, Ruzruka has come to believe that business, like life, is a matter of survival of the fittest. This philosophy guides him to take over any company he can – the strong eating the weak.</i>						
							Subtitle(s) Fiscal Darwinist

Name	<i>Seth Treban</i>	STR 9	DEX 9	END 10	INT 6	EDU 8	SOC 5
Age	38 Career(s) Merchant (Broker, 5 terms)						
Skills	Admin, Broker 2, Drive, Investigate, Persuade, Streetwise						
Equipment	Commdot, Ground Car						
Character	<i>Always on the move, Seth is rarely in the same place twice. He specialises in information trading, offering any business able to meet his fee all the dirt he can dig up on their rivals. He plays no favourites, a tactic that nets him a lot of clients and very few friends. Whenever one place gets too dangerous, he just packs up his van and drives elsewhere.</i>						
							Subtitle(s) Modern Nomad

Name	<i>Trenton White</i>	STR 6	DEX 5	END 6	INT 9	EDU 10	SOC 8
Age	26 Career(s) Citizen (Corporate, 2 terms)						
Skills	Admin, Advocate, Broker, Computers						
Equipment	Commdot, Hand Computer (TL 10)						
Character	<i>Trenton is a man in a very uncomfortable position. After getting involved with a woman who turned out to be a spy for a rival corporation, he is now being blackmailed into helping her take down the company he works for from the inside. He gives her access to classified files and prays that she never makes good on her threat to make their affair public.</i>						
							Subtitle(s) Blackmailed Tech

Name	<i>Valentine</i>	STR 7	DEX 8	END 9	INT 8	EDU 10	SOC 7
Age	66 Career(s) Army (Infantry, 2 terms), Agent (Corporate, 10 terms)						
Skills	Admin 3, Gun Combat 2, Investigate, Melee (Unarmed) 2, Recon, Stealth, Streetwise 2						
Equipment	Cloth Armour (5), Commdot, Gauss Pistol, Hand Computer, Stunstick,						
Character	<i>When a corporation needs to end negotiations and does not care what happens to the rival company, they hire Valentine. He understands the business world just enough to be able to take apart a company from the inside out both literally and figuratively. A merchant mercenary, he usually takes his fee in both credits and anagathics.</i>						
							Subtitle(s) Brutal Business

HUMAN RESOURCES

Name	<i>Cora Jhones</i>	STR 5	DEX 6	END 6	INT 8	EDU 7	SOC 8
Age	26 Career(s) Citizen (Corporate, 2 terms)						
Skills	Admin, Advocate, Diplomacy, Persuade						
Equipment	Commdot, Computer (TL 9)						
Character	<i>When Cora Jhones first started working for her company she thought life would be glamorous. She quickly learned that just because a corporation bills itself as 'intergalactic', that does not mean its employees ever get to leave their homeworlds. Stuck on her rock ball of a colony planet, all Cora wants is to get promoted and go somewhere else, anywhere else.</i>						
							Subtitle(s) Bored, Desperate

Name	<i>Darryl Hale</i>	STR 6	DEX 8	END 8	INT 6	EDU 8	SOC 9
Age	46	Career(s) <i>Citizen (Corporate, 7 terms)</i>					
Skills	<i>Admin 2, Advocate, Carouse 2, Diplomacy</i>						
Equipment	<i>Comm (TL 10), Form Letters</i>						
Character	<i>As the youngest member of the Human Resources department for a huge corporation, Darryl was first assigned to its least popular section – Terminations. Unfortunately for Darryl, his compassionate nature and people skills seem to have doomed him to serve in this job forever. Called the 'Axe Man' unfairly, Darryl rarely sleeps well at night.</i>						
	Subtitle(s) Unhappy Employee						

Name	<i>Ergiikha Luurkan</i>	STR 5	DEX 6	END 6	INT 9	EDU 8	SOC 8
Age	30	Career(s) <i>Citizen (Corporate, 2 terms), Merchant (Broker)</i>					
Skills	<i>Advocate, Broker 2, Diplomacy, Persuade</i>						
Equipment	<i>Commdot, Computer (TL 11), Far Trader starship</i>						
Character	<i>Life changed for Ergii the moment she signed on as a quartermaster for the Bright Eye, a merchant Far Trader serving several far-flung colony worlds. When the ship's captain died because of a 'failure to negotiate' with union workers, Ergii took over. Settling the dispute she now makes a good living transporting and finding work for migrant colonists.</i>						
	Subtitle(s) Opportunist						

Name	<i>Kale Lissome</i>	STR 7	DEX 7	END 6	INT 8	EDU 6	SOC 6
Age	30	Career(s) <i>Merchant (Free Trader, 3 terms)</i>					
Skills	<i>Admin, Broker, Mechanic, Persuade, Pilot (Spacecraft), Vacc Suit, Zero G</i>						
Equipment	<i>Comm (TL 10), Vacc Suit (TL 12)</i>						
Character	<i>Kale is a spacer born and bred, raised aboard a starship and taught the ins and outs of shipboard life. He did not even set foot on a real planet until the age of 16. Working for the same starship company that employed his parents, Kale keeps their stellar liners crewed with the very best people he can find for the job, even hiring freelance when he can.</i>						
	Subtitle(s) Cruise Contractor						

Name	<i>Mandy Rhodes</i>	STR 5	DEX 8	END 7	INT 7	EDU 10	SOC 8
Age	26	Career(s) <i>Entertainer (Performer, 2 terms)</i>					
Skills	<i>Admin, Art (Instrument), Carouse, Steward, Streetwise</i>						
Equipment	<i>Commdot, Hand Computer, Instrument, Musician Ally</i>						
Character	<i>Mandy Rhodes is one of the best stage managers in the business, a real feat considering her young age. Her real aspiration is to be front and centre as a musician but until she can make that happen she is content helping others with their careers. Staffing each new venue with locals has given her a keen insight into real life, something her music echoes.</i>						
	Subtitle(s) Would-Be Rocker						

Name	<i>Roland 'Roly' Purell</i>	STR 8	DEX 6	END 8	INT 8	EDU 7	SOC 8
Age	38	Career(s) <i>Citizen (Corporate, 5 terms)</i>					
Skills	<i>Admin, Advocate, Broker, Computers, Diplomacy, Persuade, Steward, Streetwise</i>						
Equipment	<i>Commdot, Computer (TL 11), Corporate Ally, 3 Contacts</i>						
Character	<i>There is no one in galactic business that Roly has not at least heard of and most of them have a staffer that he helped hire. His web of contacts is massive and his skill at finding just the right person to fill a given job is unparalleled. When even the biggest corporations in the galaxy need the perfect employee, they turn to 'Big Roly' first.</i>						
	Subtitle(s) The Best There Is						

INNOVATORS

Name	<i>Armand Mann</i>	STR 4	DEX 6	END 6	INT 10	EDU 10	SOC 7
Age	22	Career(s) <i>Scholar (Field Researcher)</i>					
Skills	<i>Computers, Diplomat, Investigate, Science (Social Sciences, Sophontology), Survival</i>						
Equipment	<i>Comm (TL 10), Data Display/Recorder, Hand Computer</i>						
Character	<i>Only 22 years old and Armand Mann already has two different species of life named after him. Pioneering a method of rapid identification and cataloguing, Armand has been able to seize the initiative on several barely explored planets, rapidly building a biological map of each world, striving for his goal to discover 100 new lifeforms.</i>						
							Subtitle(s) Pioneer Scientist
Name	<i>Darius Arturo Doyle</i>	STR 5	DEX 6	END 7	INT 9	EDU 10	SOC 9
Age	30	Career(s) <i>Scholar (Scientist)</i>					
Skills	<i>Computers, Medic, Science (Cybernetics), Science (Electronics), Science (Physics)</i>						
Equipment	<i>Commdot, Hand Computer, Several Augments</i>						
Character	<i>Darius is a very content man, safely ensconced in his laboratory and put to work in his field of choice – cybernetics. A genius in the field, he spends every day dreaming up new ways to improve Humaniti. When he lacks test subjects he experiments on himself and his staff, leading all but the bravest and craziest of his assistants to seek work elsewhere.</i>						
							Subtitle(s) Mad Scientist
Name	<i>Lily Freida Fox</i>	STR 6	DEX 8	END 5	INT 9	EDU 9	SOC 8
Age	26	Career(s) <i>Citizen (Colonist)</i>					
Skills	<i>Advocate, Comms, Drive, Engineer (Civil), Jack of All Trades, Mechanic</i>						
Equipment	<i>Comm (TL 8), Took Kit (Engineering), Tool Kit (Mechanic)</i>						
Character	<i>Tired of constantly having land line communications fail between the colonies of her homeworld, Lily took it upon herself to buy up 'outdated' communications equipment from other planets. Though she had originally intended to do this just to keep in touch with her family, it has turned into a full-fledged telecomm business.</i>						
							Subtitle(s) Accidental Mogul
Name	<i>Mimliir Autec</i>	STR 7	DEX 5	END 6	INT 11	EDU 10	SOC 10
Age	34	Career(s) <i>Agent (Intelligence, 4 terms)</i>					
Skills	<i>Computers 2, Investigate, Persuade, Recon</i>						
Equipment	<i>Commdot, Computer (TL 13), 3 Contacts, Corporate Ally</i>						
Character	<i>The founder and director of the Exchange, an information cabal dedicated to gathering and maintaining data storage on a near limitless number of topics, Mimliir may be one of the most informed men in the galaxy. The Exchange has several levels of confidentiality and access, giving Mimliir the authority to determine who can log in and what they can learn.</i>						
							Subtitle(s) Information Tyrant
Name	<i>Shauna McNeil</i>	STR 5	DEX 6	END 8	INT 9	EDU 5	SOC 5
Age	30	Career(s) <i>Drifter (Scavenger, 3 terms)</i>					
Skills	<i>Admin, Athletics (coordination), Mechanics, Recon, Streetwise, Survival</i>						
Equipment	<i>Blade, Comm (TL 8)</i>						
Character	<i>There are scavengers in the galaxy and then there is Shauna, the undisputed Queen of Scrap. After years of clawing at the dregs of society just to survive, Shauna realised that all her fellow homeless were a resource just waiting to be tapped. With their help she has established a junk empire, turning waste into wealth and outcasts into opportunity.</i>						
							Subtitle(s) Garbage Genius

Name	<i>Wilford Fowler</i>	STR 6	DEX 6	END 8	INT 8	EDU 7	SOC 6
Age	54	Career(s) <i>Entertainer (Performer, 5 terms), Scholar (Physician, 4 terms)</i>					
Skills	<i>Athletics (Endurance) 3, Carouse, Medic 3, Persuade 2, Science (biology) 2</i>						
Equipment	<i>Comm (TL 10), Corporate Ally, 2 Contacts</i>						
Character	<i>One would not think it to look at him but Wilford Fowler is much more than a gravball athlete just past his prime. To those in the know Wilford is a visionary, having done more to further the cause of sports in the galaxy than any man in a century. A leader in the cause of athletic medicine and technology, his legacy behind the scenes is assured.</i>						
							Subtitle(s) Ex-Athlete Doctor

IT

Name	<i>Chung Goff</i>	STR 5	DEX 6	END 6	INT 9	EDU 9	SOC 6
Age	30	Career(s) <i>Citizen (Corporate, 3 terms)</i>					
Skills	<i>Admin, Computers 2, Leadership</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>Chung often thinks of himself as a military man, commanding his 'unit' of information technology staff like a platoon of soldiers. While his management style is a little overbearing for most of his people, he is too efficient to replace and too effective to ignore. 'Captain' Goff does run a tight ship in his department, endearing himself to management.</i>						
							Subtitle(s) IT 'Commando'

Name	<i>Evan Pruitt</i>	STR 4	DEX 5	END 8	INT 8	EDU 10	SOC 7
Age	26	Career(s) <i>Citizen (Corporate, 2 terms)</i>					
Skills	<i>Broker, Computers, Trade</i>						
Equipment	<i>Commdot, Computer (TL 11), Data Wafers (6)</i>						
Character	<i>Evan Pruitt never met a piece of data he did not like. He considers the accumulation of data and its storage an end in itself and has devoted most of his business focus to developing new ways of doing so. Crystals, discs, wafers, all of these have had the PruCo label etched into them and distributed across trade routes across the galaxy.</i>						
							Subtitle(s) Data Devotee

Name	<i>Kankali Astar-kaan</i>	STR 6	DEX 8	END 6	INT 10	EDU 10	SOC 6
Age	34	Career(s) <i>Scholar (Scientist), Citizen (Corporate, 3 terms)</i>					
Skills	<i>Admin, Comms, Computers 2, Steward</i>						
Equipment	<i>Comm (TL 10), Computer (TL 10)</i>						
Character	<i>Diligence is a valued trait in a technician, especially one so careful and efficient that she does every job twice in the time most would take for a single pass. Careful is Kankali's watchword, making sure that every task is perfect and double checked. She has yet to turn in an assignment with a single error, a record of which she is inordinately proud.</i>						
							Subtitle(s) Dependable Tech

Name	<i>Paran Bryant</i>	STR 5	DEX 6	END 8	INT 9	EDU 8	SOC 6
Age	22	Career(s) <i>Merchant (Broker)</i>					
Skills	<i>Advocate, Comms, Engineer, Steward</i>						
Equipment	<i>Comm (TL 10), Tool Kit (electronics)</i>						
Character	<i>'Clear channels make for clear sailing' is Paran's motto. He is a masterful technician when it comes to his field of choice – communication equipment. Content to let others deal in the hardware itself, he makes an excellent living serving the data and transmission end of things. A broken comm system is like a holiday to him, a puzzle waiting to be solved.</i>						
							Subtitle(s) Comms Genius

Name	<i>Theo Alwin Blake</i>	STR 8	DEX 7	END 7	INT 8	EDU 8	SOC 5
Age	30 Career(s) <i>Rogue (Pirate, 3 terms)</i>						
Skills	<i>Blade, Computers, Engineer (mechanical), Mechanic, Streetwise</i>						
Equipment	<i>Commdot, Cutlass, Hand Computer, Tool Kit (mechanical)</i>						
Character	<i>Conscripted into the pirate's life when his entire colony was conquered and enslaved, Theo has done pretty well for himself. Trained as a mechanic during his previous life he has managed to secure a place for himself as his ships go-to man for everything computer related or mechanical in nature. This means he is that best of all things, too important to kill.</i>						
	Subtitle(s) Tech of all Trades						

Name	<i>Walton Lambb</i>	STR 6	DEX 6	END 5	INT 10	EDU 8	SOC 6
Age	38 Career(s) <i>Citizen (Corporate, 5 terms)</i>						
Skills	<i>Admin, Comms, Computers, Deception 2, Leadership, Persuade</i>						
Equipment	<i>Commdot, Hand Computer, 2 Corporate Allies</i>						
Character	<i>There are those who do and those who teach. Then there is Walton Lambb; he fits firmly into a third category – those who bluff. He knows just enough about computers to fake being a master of the craft and just enough about people and the corporate world to cover up his mistakes. Though he has made a name for himself in IT, he lives in fear of being exposed.</i>						
	Subtitle(s) Charlatan						

LEGAL

Name	<i>Alanacht Kallow</i>	STR 4	DEX 7	END 6	INT 7	EDU 10	SOC 7
Age	26 Career(s) <i>Citizen (Corporate, 2 terms)</i>						
Skills	<i>Advocate 2, Computers, Persuade</i>						
Equipment	<i>Commdot, Fine Suit</i>						
Character	<i>As a new face in a long-established legal firm with dozens of corporations as clients, Alanacht still has a lot to learn about the difference between textbook law and the way legal deals are worked out in reality. His superiors are watching him closely, making certain that he does not suffer from an overabundance of morals or integrity.</i>						
	Subtitle(s) Apprentice Lawyer						

Name	<i>Dana Kilroy</i>	STR 5	DEX 6	END 7	INT 9	EDU 8	SOC 10
Age	30 Career(s) <i>Citizen (Corporate, 3 terms)</i>						
Skills	<i>Advocate, Computers, Deception, Persuade</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>Dana has been to several worlds and seen the one truth all of them have in common. No matter the planet there are always people looking to break the law without consequences. Rather than be horrified by this she has decided that if people will not change, at least she can make a living off them. To that end she has become a most excellent defence attorney.</i>						
	Subtitle(s) Greedy Advocate						

Name	<i>Einkii Minlari</i>	STR 6	DEX 8	END 6	INT 9	EDU 9	SOC 8
Age	26 Career(s) <i>Nobility (Administrator, 2 terms)</i>						
Skills	<i>Advocate, Diplomacy, Language, Leadership, Persuade</i>						
Equipment	<i>Commdot, Computer (TL 11)</i>						
Character	<i>Raised from birth for the task he serves, Einkii is a skilled legal aid for dignitaries and visiting foreign diplomats. Well versed in customs and cultures, he prides himself on being able to bridge the gaps between people and find common ground for settlements and points of law. When he is dealing with large, disparate groups he could not be happier.</i>						
	Subtitle(s) Legal Diplomat						

Name	Lawrence Oster	STR 8	DEX 8	END 7	INT 9	EDU 9	SOC 9
Age	34	Career(s) Citizen (Corporate, 4 terms)					
Skills	Advocate, Athletics, Carouse, Computers, Persuade						
Equipment	Commdot, Hand Computer, Sporting Equipment						
Character	<i>Lawrence never met a sporting event he did not like. In the academy he was far more interested in the local teams than in local law. When he was offered the chance to represent a sporting organisation in an injury liability case he jumped at the chance. Ironically he has made a name for himself with team owners at the expense of the players he loves.</i>						
	Subtitle(s) Sport Enthusiast						

Name	Ninue Addesten	STR 4	DEX 6	END 5	INT 11	EDU 10	SOC 6
Age	30	Career(s) Merchant (Free Trader, 3 terms)					
Skills	Advocate, Diplomacy, Drive, Language 1 (Anglic), Persuade						
Equipment	Comm (TL 8), Ground Car (bike)						
Character	<i>Frail but determined not to act like it, this sylph of a woman is the iron-willed negotiator for a free trader group that plies the asteroid colonies of the rim. Though one might never think it to look at her, she is utterly unyielding and takes a hard line in business advocacy that startles most people. For such a tiny woman, she commands a lot of respect.</i>						
	Subtitle(s) Wilful Haggler						

Name	Seraphen Algora-Gran	STR 6	DEX 6	END 8	INT 8	EDU 10	SOC 5
Age	26	Career(s) Citizen (Corporate, 2 terms)					
Skills	Advocate, Computers, Leadership, Persuade						
Equipment	Comm (TL 8), Work Clothes, Worker Ally						
Character	<i>Seraphen comes from honest colonist stock. His parents worked hard to get him into the best schools they could afford and he has repaid them by taking up worker rights causes with a burning drive to see justice done for those who deserve it. His reputation for championing underdogs keeps his office busy. He may never be rich but he sleeps well.</i>						
	Subtitle(s) Honest Counsel						

MAINTENANCE

Name	Barhe Coans	STR 7	DEX 7	END 8	INT 5	EDU 5	SOC 5
Age	22	Career(s) Citizen (Worker)					
Skills	Steward, Trade (Janitor)						
Equipment	Comm (TL 8), Mop and Bucket						
Character	<i>No matter how advanced the human race becomes or how many aliens are encountered in the galaxy, one truth remains constant. People in any enclosed space generate a mess regardless of species. Though robots can be programmed to clean up, sometimes humans are just cheaper and easier to come by. Sad, quiet Barhe is a prime example of this.</i>						
	Subtitle(s) Simple Janitor						

Name	Courtney Haylin	STR 8	DEX 6	END 10	INT 8	EDU 6	SOC 4
Age	46	Career(s) Citizen (Worker), Merchant (Free Trader, 6 terms)					
Skills	Engineer (mechanical) 4, Mechanic 3, Pilot (spacecraft), Vacc Suit						
Equipment	Commdot, Tool Kit (mechanical), Vacc Suit (TL 12)						
Character	<i>Courtney Haylin loves the sound of a working engine. When she is on a starship she is tireless and constant, rarely sleeping and always listening to every sound the vessel makes around her. To her, the 'music of the ship' can tell her exactly what is wrong with any system at any given time. Crazy or not, she is extremely good at her chosen trade.</i>						
	Subtitle(s) Ship's Savant						

Name	<i>Haig Adamm Farglove</i>	STR 6	DEX 5	END 6	INT 8	EDU 9	SOC 9
Age	30 Career(s) <i>Merchant (Merchant Marine, 3 terms)</i>						
Skills	<i>Broker, Drive, Gunner, Mechanic, Vacc Suit, Zero-G</i>						
Equipment	<i>Commdot, Tool Kit (mechanical), Vacc Suit (TL 12)</i>						
Character	<i>There are people in the galaxy who spend their entire lives pursuing one goal only to reach it and realise that everything they wanted was not what they desired at all. After Haig, a noble on his homeworld, managed to achieve his dream of getting a ship of his own and a trade business, he realised he was far happier just working on the ship as crew.</i>						
	Subtitle(s) Silent Owner						

Name	<i>Uther Chastaine</i>	STR 7	DEX 8	END 7	INT 5	EDU 6	SOC 5
Age	26 Career(s) <i>Citizen (Worker, 2 terms)</i>						
Skills	<i>Flyer (Grav), Mechanic, Trade (Painting)</i>						
Equipment	<i>Commdot, Grav Belt, Painting Rig, Tool Kit (mechanical)</i>						
Character	<i>Uther has a very singular skill and a calm enough mind to perform it without distraction. He is a paint technician, a person qualified to use grav equipment to paint and treat the hulls of ships ranging in size from personal craft to capital vessels and military craft. He guarantees his work and no one complains, especially as he does the work of an entire crew.</i>						
	Subtitle(s) Painting Expert						

Name	<i>Uult Intiiaka</i>	STR 8	DEX 8	END 9	INT 9	EDU 7	SOC 4
Age	58 Career(s) <i>Merchant (Free Trader, 10 terms)</i>						
Skills	<i>Jack of All Trades 3, Mechanic 4, Persuade, Pilot (spacecraft) 2, Sensors, Vacc Suit</i>						
Equipment	<i>Body Pistol, Commdot, Cutlass, Tool Kit (mechanical)</i>						
Character	<i>Uult travels the stars at his betters' request, flying a ship he does not own to repair vessels he will never be allowed to ride. He does not complain about this life, however. Amazingly capable, he honestly has no idea how talented a man he actually is.</i>						
	Subtitle(s) Brilliant Mechanic						

Name	<i>Yarrow Chandler</i>	STR 6	DEX 8	END 7	INT 8	EDU 9	SOC 5
Age	30 Career(s) <i>Citizen (Colonist, 4 terms)</i>						
Skills	<i>Athletics, Drive, Investigate, Mechanic, Steward, Streetwise</i>						
Equipment	<i>Auto-pistol, Comm (TL 10), Flak Jacket (4)</i>						
Character	<i>No one is better known on his colony world than Yarrow. A sort of local legend, Yarrow has a reputation for being able to fix anything, track down anyone and generally get involved in every sort of trouble known to Humaniti. He is a hyper-interventionist and though he is constantly getting into trouble, he has a good heart and a keen mind.</i>						
	Subtitle(s) Famed Do-Gooder						

MARKETING AND MEDIA

Name	<i>Aldo Fleitcher</i>	STR 5	DEX 6	END 7	INT 8	EDU 8	SOC 8
Age	30 Career(s) <i>Citizen (Corporate, 3 terms)</i>						
Skills	<i>Advocate, Broker, Computers, Trade (advertising)</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>Aldo has a singular wit, a way of turning phrases that gets a chuckle from even the most dour people. For a short time he tried going into comedy but the money was just not enough. Instead he turned his talents to advertising or as he calls it, 'lies people pay for'. He has no illusions about the quality of the goods he sells. He just does not care.</i>						
	Subtitle(s) Market Comedian						

Name	Grace Madelyn Miles	STR 6	DEX 8	END 6	INT 8	EDU 9	SOC 6
Age	26 Career(s) Merchant (Free Trader, 2 terms)						
Skills	Advocate, Broker, Comms, Persuade						
Equipment	Computer (TL 13), Data Display/Recorder, Transceiver (TL 12)						
Character	<i>'Morning Grace' is a well known voice on several colony worlds, a corporate sponsored speaker with a broadcast show highlighting news, galactic events and politics with a slant towards the needs of her business contacts. Though she does keep her clients happy Grace does all she can to be fair and balanced, taking her role in the media very seriously.</i>						
	Subtitle(s) Popular Speaker						

Name	Horace Calado	STR 7	DEX 5	END 7	INT 7	EDU 8	SOC 7
Age	34 Career(s) Merchant (Broker), Citizen (Corporate, 3 terms)						
Skills	Admin, Broker, Diplomacy, Leadership, Trade (advertising)						
Equipment	Commdot, Fine Clothes						
Character	<i>Advertising can be a tough business and media people can be difficult to work with at times. Horace knows this all too well as he serves as the long suffering lead marketer for his company and has to try to rein in the creative chaos that is his media team. He does a fair job considering the strong personalities on his department but there have been 'slips'.</i>						
	Subtitle(s) Stressed Supervisor						

Name	Madeline Woodard	STR 6	DEX 5	END 8	INT 8	EDU 10	SOC 9
Age	22 Career(s) Citizen (Colonist)						
Skills	Advocate, Recon, Steward, Trade (advertising)						
Equipment	Comm (TL 10)						
Character	<i>As the daughter of a failing colony's administrator, Madeline has been witness to her home's steady decline both outside and in for years. Unwilling to let her world get disbanded as a matter of corporate profit margins she created a recruiting campaign and in just a few months has tripled the colony's population. Now what to do with them all?</i>						
	Subtitle(s) Young Recruiter						

Name	Pasquale Ian Hughes	STR 5	DEX 6	END 5	INT 6	EDU 8	SOC 7
Age	30 Career(s) Psion (Wild Talent), Citizen (Corporate, 2 terms)						
Skills	Broker, Deception, Gun Combat, Stealth, Telepathy						
Equipment	Auto-pistol, Cloth Armour (2), Commdot						
Character	<i>Pasquale is a dangerous man in the world of advertising because of his special gifts and the unique way he uses them. A new take on the idea of a whisper campaign, Pasquale travels at his company's expense to new planets and walks around population centres telepathically 'whispering' product names and service concepts into the minds all around him.</i>						
	Subtitle(s) Telepath Ad Man						

Name	Lady Rosala Cambrin	STR 6	DEX 6	END 7	INT 9	EDU 8	SOC 14
Age	30 Career(s) Noble (Dilettante), Citizen (Corporate, 2 terms)						
Skills	Admin, Broker, Diplomacy, Persuade, Trade (media)						
Equipment	Commdot, Data Display/Recorder, Hand Computer						
Character	<i>Being called a media princess is no insult to Rosala considering she actually is one. As a fourth born daughter of the royal court on her home world she was 'doomed' to a sedentary life back home. Instead she chose to use her name and her funds into an offworld education and now runs a media brokerage trading star power and exclusives for high prices.</i>						
	Subtitle(s) Media Royalty						

PERSONAL ASSISTANTS

Name	<i>Barris Koffie</i>	STR 6	DEX 6	END 8	INT 6	EDU 7	SOC 6
Age	22	Career(s) <i>Citizen (Worker)</i>					
Skills	<i>Drive, Steward, Streetwise</i>						
Equipment	<i>Commdot, Ground Car</i>						
Character	<i>Barris is a fairly common sight among upper levels of corporate life. While robots are more than capable of handling the mundane tasks of assisting executives, most corporate folk prefer to have a human being do so because of the personal interaction. Barris enjoys his job, chauffeuring his charge and seeing to personal requests as best he can.</i>						
	Subtitle(s)						Content Driver

Name	<i>Dander-Allen Rho</i>	STR 12	DEX 10	END 13	INT 8	EDU 8	SOC 6
Age	38	Career(s) <i>Citizen (Colonist), Merchant (Free Trader, 2 terms)</i>					
Skills	<i>Athletics 2, Broker, Steward, Trade (instructor)</i>						
Equipment	<i>Comm (TL 10), Exercise Equipment</i>						
Character	<i>Fitness is a way of life for Dander, a means to an end and a constant goal for physical perfection. Obsessed with body training from an early age he found a way to make his passion pay. He sells, sets up and instructs businesses and private individuals in the use of exercise equipment, even acting as a personal fitness assistant if the money's good enough.</i>						
	Subtitle(s)						Exercise Assistant

Name	<i>Giklill Aiai</i>	STR 6	DEX 6	END 8	INT 9	EDU 6	SOC 6
Age	26	Career(s) <i>Entertainer (Performer, 2 terms)</i>					
Skills	<i>Advocate, Art (instrument), Carouse 2, Computer, Diplomat, Steward</i>						
Equipment	<i>Commdot, Fine Clothes</i>						
Character	<i>Her entire life spent at the behest of others, Gaklill has come to both accept that as her place and create a niche for herself in doing so. A sort of a general personal assistant with a focus on entertainment, 'Lill' prides herself on knowing fine cuisine, a wide assortment of games and ways to relax her clients, most of whom carry far too much stress around.</i>						
	Subtitle(s)						Modern Geisha

Name	<i>Iago Bandis</i>	STR 8	DEX 6	END 9	INT 7	EDU 7	SOC 6
Age	34	Career(s) <i>Army (Infantry, 3 terms), Citizen (Corporate)</i>					
Skills	<i>Advocate, Computers, Gun Combat (slug rifle), Melee (unarmed), Recon, Stealth, Steward</i>						
Equipment	<i>Auto-pistol, Cloth Armour (5), Commdot, Flak Jacket, Stunner</i>						
Character	<i>Iago is one of the best friends a corporate executive could have, a personal assistant capable of acting as a bodyguard and trained to deal with a variety of hostile situations. Iago actually loves that part of his work. After being mustered out after a major injury he has missed the action and the adrenaline. When things get rough, he starts smiling.</i>						
	Subtitle(s)						Eager Bodyguard

Name	<i>Paul Jasterman</i>	STR 6	DEX 7	END 6	INT 6	EDU 10	SOC 7
Age	30	Career(s) <i>Citizen (Corporate)</i>					
Skills	<i>Advocate, Broker, Drive (wheeled), Persuade, Trade (procurement)</i>						
Equipment	<i>Comm (TL 10), Ground Car</i>						
Character	<i>For Paul's entire corporate life he has been the 'go to guy' for whoever he considers his client at the moment. A perfectly capable businessman in his own right, Paul prefers the constant challenge of searching for anything and everything his clients might need at a given moment. He lives for the 'thrill' of a midnight call looking for some obscure luxury or other.</i>						
	Subtitle(s)						Skilled Concierge

Name	Surah Janes	STR 5	DEX 6	END 7	INT 8	EDU 5	SOC 8
Age	26	Career(s) <i>Entertainer (Journalist, 2 terms)</i>					
Skills	<i>Art (writing), Computers, Deception, Investigate</i>						
Equipment	<i>Commdot, Computer (TL 10)</i>						
Character	<i>When Surah wrote her first dissertation for someone else in university, her career path was set for life. Purporting herself as a research assistant, Surah Janes has quickly become known as the person to hire when a company or individual needs a report or speech put together and it has to feel like their own work. She does not mind; the money is good.</i>						
							Subtitle(s) Ghost-writer

PRODUCTION

Name	Chack Carmyne	STR 5	DEX 6	END 6	INT 8	EDU 6	SOC 6
Age	26	Career(s) <i>Citizen (Corporate, 2 terms)</i>					
Skills	<i>Admin, Broker, Computers, Trade (publishing)</i>						
Equipment	<i>Comm (TL 10), Computer (TL 10), Data Wafers</i>						
Character	<i>If it has been recorded, Chack Carmyne will publish it. He works for anyone but he saves most of his production runs for his religious organisation. Fuelling his extremist viewpoints on morality and faith with the proceeds from his corporate orders, he has seeded data wafers full of zealotry over dozens of worlds, each with the Chack logo.</i>						
							Subtitle(s) Zealous Publisher

Name	Ebil Riesun	STR 4	DEX 8	END 8	INT 8	EDU 7	SOC 9
Age	30	Career(s) <i>Merchant (Broker), Entertainer (Journalist), Citizen (Corporate)</i>					
Skills	<i>Advocate, Art (holography), Broker, Diplomacy, Persuade, Trade (media)</i>						
Equipment	<i>Commdot, Computer (TL 11), Data Display/Recorder</i>						
Character	<i>Ebil is a strange man, a devotee to the 'art' of media. He provides his company with multimedia reports that are works of art while remaining very functional, a careful blend of style and substance becoming his production trademark. He is considered a little eccentric but he is also a huge asset to his company and they take pains to keep him happy.</i>						
							Subtitle(s) Holo-Artist

Name	Lassiter Alan Grey	STR 7	DEX 5	END 8	INT 7	EDU 9	SOC 8
Age	22	Career(s) <i>Citizen (Worker)</i>					
Skills	<i>Computers, Engineering (chemical), Medic, Trade (chemistry)</i>						
Equipment	<i>Commdot, Hand Computer, Tool Kit (chemical)</i>						
Character	<i>The face of medicine in the galaxy is ever changing but the process of medication has remained fairly similar for centuries. Medicinal formulation is a viable and profitable industry as even the most advanced planets have ailments that need curing. Lassiter is a pharmaceutical craftsman, a compassionate chemist and a medicine man for the modern age.</i>						
							Subtitle(s) Kind Pharmacist

Name	Mkili Ophag	STR 6	DEX 7	END 5	INT 8	EDU 7	SOC 5
Age	30	Career(s) <i>Citizen (Worker)</i>					
Skills	<i>Broker, Streetwise, Trade (seamstress) 2</i>						
Equipment	<i>Comm (TL 8), Tool Kit, Trade Goods</i>						
Character	<i>Mkili is one of the few to completely escape her caste fate, stepping out of the servile role set for her by birth to ply her skills on her own terms. Taken in by a production house on a rimworld she has been kept safe from her people's social system by means of her tailoring skills, sharp eye for fashion and the wealth they have brought her.</i>						
							Subtitle(s) Skilled Tailor

Name	Nordon Joss	STR 6	DEX 6	END 5	INT 7	EDU 9	SOC 6
Age	34 Career(s) Merchant (Merchant Marine, 4 terms)						
Skills	Broker, Drive (wheeled), Engineer (mechanical) 2, Mechanic 3						
Equipment	Commdot, Hand Computer, Tool Kit (mechanical)						
Character	Work as a cargo hauler mechanic never really fit for Nordon, a man in reasonable but not excellent physical shape. While not unskilled he always felt happier tinkering than repairing things aboard ship. His abilities were recognised by the vessel's chief engineer and Nordon found his true true calling – parts manufacturing. Now he designs what others fix. Subtitle(s) Engineer / Builder						

Name	Virgil Anahan	STR 5	DEX 8	END 8	INT 8	EDU 10	SOC 8
Age	34 Career(s) Navy (Engineering / Gunnery), Civilian (Worker, 3 terms)						
Skills	Broker, Engineering (mechanical), Gun Combat, Mechanic, Trade (manufacturing)						
Equipment	Auto-pistol, Comm (TL 10), Tool Kit (mechanical)						
Character	Virgil was in the stellar navy just long enough to realise that most people leave military service the hard way. After deciding he wanted more out of life than to have it end brutally, Virgil studied hard in the naval academy and took his new found skills with him to a leading arms manufacturer. Virgil makes guns, very good and very expensive custom guns. Subtitle(s) Arms Maker						

PUBLIC RELATIONS

Name	Akoda Sinachi	STR 5	DEX 6	END 8	INT 8	EDU 8	SOC 7
Age	22 Career(s) Citizen (Corporate)						
Skills	Admin, Computers, Diplomat, Persuade						
Equipment	Commdot, Fine Clothes						
Character	Akoda is a man obsessed with etiquette. The front man for his company's public relations firm, he is unfailingly kind and polite in his dealings with everyone. Even rivals of his corporation find dealing with Akoda a delight, ensuring that they remain in talks far longer than they normally would. Mannered and cultured, Akoda is the perfect 'face'. Subtitle(s) Etiquette, Protocol						

Name	Conway Night	STR 8	DEX 8	END 10	INT 6	EDU 5	SOC 8
Age	26 Career(s) Nobility (Dilettante, 2 terms)						
Skills	Animals (riding), Carouse, Jack of All Trades, Persuade						
Equipment	Comm (TL 10), Ground Car, Riding Beast, Rifle						
Character	Conway Night has been the best thing to ever happen to his family corporation. Not very bright and not well educated, he is handsome, rugged and conceited enough to want to show off his success to the whole galaxy. His advertisements rake in millions of credits and recruit new employees on a constant basis. Everyone wants to be like Conway 'Cowboy' Night. Subtitle(s) Vain and Arrogant						

Name	Jenalla Ann Keyes	STR 5	DEX 6	END 6	INT 8	EDU 9	SOC 5
Age	30 Career(s) Citizen (Corporate, 3 terms)						
Skills	Admin, Advocate, Computers, Leadership, Persuade, Streetwise						
Equipment	Commdot, Hand Computer, Corporate contact						
Character	Though no one could tell by looking at her now, Jenalla grew up in the roughest part of her home colony, surviving countless challenges to escape that slum and go to university. Educated and entrenched in a solid corporate public relations job, Jenalla uses her connections to influence hiring and shift charity funds to help neighbourhoods just like hers. Subtitle(s) PR Philanthropist						

Name	Mosh Talbot	STR 6	DEX 5	END 6	INT 7	EDU 5	SOC 6
Age	26	Career(s) <i>Drifter (Scavenger, 2 terms)</i>					
Skills	<i>Melee (unarmed), Streetwise, Survival</i>						
Equipment	<i>Warm Clothes</i>						
Character	<i>It is hard to say what brought Mosh to the colony shelter where he current lives and helps out; no one knows and he will not say. What is known is that since he arrived he has been a blessing for the shelter. His handsome face and nice voice made him an instant celebrity when the local news came to report on the place. Now volunteering is at an all-time high.</i>						
	Subtitle(s) Homeless Hero						

Name	Ogjklik Rumhurja	STR 5	DEX 5	END 8	INT 9	EDU 8	SOC 7
Age	26	Career(s) <i>Merchant (Free Trader, 2 terms)</i>					
Skills	<i>Broker, Computers, Trade (auctioneer)</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>For the last four years Ogjklik (Ogle to his friends), has been a familiar sight to anyone using the main port in his sector of space. After the prohibitive cost of repairs caused his trading cartel to sell his ship for scrap, Ogle elected to stay behind and sell off their stranded wares. He came to enjoy the auction scene and now serves as their permanent seller.</i>						
	Subtitle(s) Able Auctioneer						

Name	Wayne Haversham	STR 6	DEX 8	END 5	INT 8	EDU 9	SOC 8
Age	22	Career(s) <i>Citizen (Corporate)</i>					
Skills	<i>Advocate, Broker, Diplomacy, Steward, Trade (fashion design)</i>						
Equipment	<i>Comm (TL 10), Computer (TL 11), Data Wafers with portfolios</i>						
Character	<i>Wayne could not be happier with his current job. When the need for designers on his homeworld tanked and he could not find work elsewhere, his keen eye for beauty was noticed by a clothing cartel and he was brought on as a fashion consultant. Now he handles models and contracts on a dozen worlds, acting as the face for Faces everywhere.</i>						
	Subtitle(s) Modelling Expert						

RESEARCH AND DEVELOPMENT

Name	Foran Cantrell	STR 5	DEX 5	END 6	INT 10	EDU 9	SOC 6
Age	30	Career(s) <i>Scholar (Scientist, 3 terms)</i>					
Skills	<i>Computers, Life Science (genetics), Medic</i>						
Equipment	<i>Comm (TL 10), Specialised Computer</i>						
Character	<i>Though cybernetic augmentation seems to be the scientific answer to improving the lives of the vast majority of Humaniti, the corporation employing Foran as its lead researcher thinks otherwise and sodoes he. Convinced that all the potential for advancement humankind could ever need lies in genetics, Foran toils tirelessly and ruthlessly to prove his theories.</i>						
	Subtitle(s) Cold Geneticist						

Name	Gundarsa Olcan	STR 6	DEX 6	END 7	INT 9	EDU 9	SOC 8
Age	34	Career(s) <i>Scholar (Scientist, 4 terms)</i>					
Skills	<i>Comms, Computers, Engineering 2, Mechanic, Physical Sciences (electronics)</i>						
Equipment	<i>Comm (TL 10), Tool Kit</i>						
Character	<i>In the tradition of 'hands on' scientists in her family, Gundarsa 'Gunny' Olcan is never happier than when she is aboard a derelict spaceship, redesigning its systems from the core up and then working side-by-side with the techs to put the new vessel into service. Once the ship is up and running, she moves on to the next husk like a sort of anti-locust.</i>						
	Subtitle(s) Driven Engineer						

Name *Lara Ingolls* STR 5 DEX 6 END 8 INT 8 EDU 8 SOC 5
 Age 30 Career(s) *Drifter (Scavenger, 2 terms), Scholar (Scientist)*
 Skills *Engineering (life support), Mechanic, Recon, Survival*
 Equipment *Commdot, Tool Kit (mechanical)*
 Character *When the company ship that hired her found Lara, she had been on a broken down space station for more than 10 years. The only reason any of the crew survived the pirate attack that had left the station crippled was her knack for keeping its antiquated life support systems running. Now she works as a support systems engineer, turning her talent into credits.* Subtitle(s) **Scientist Survivor**

Name *Nikgo Lushka* STR 6 DEX 7 END 7 INT 9 EDU 10 SOC 8
 Age 22 Career(s) *Scholar (Field Researcher)*
 Skills *Computers, Investigate, Life Sciences (biology), Recon, Space Sciences (Xenology)*
 Equipment *Cloth Armour (3), Commdot, Hand Computer*
 Character *Alien worlds are a source of endless fascination for Nikgo. A young man out among the stars for the first time, his skills as a xenobiologist make him as valuable a member of his corporate research team as his naive nature makes him the brunt of team humour. He takes it all in stride because he is getting to do what he loves – to travel and discover.* Subtitle(s) **Young Researcher**

Name *Sididguun* STR 5 DEX 6 END 6 INT 10 EDU 10 SOC 8
 Age 26 Career(s) *Scholar (Scientist), Scout (Survey)*
 Skills *Astrogation, Gun Combat, Navigation, Sensors, Survival*
 Equipment *Auto-pistol, Commdot, Data Display/Recorder, Flak Jacket, Hand Computer*
 Character *Looking through a surveyor's lens is how Sididguun has spent most of her life. Born to a caste high enough to have access to space travel, she was introduced to the job at a young age and fell in love with it. Constantly pioneering new techniques to improve surveying planets, she is a boon to any exploration and her services are always in demand.* Subtitle(s) **Gifted Explorer**

Name *Torrent Babbage* STR 6 DEX 5 END 5 INT 12 EDU 10 SOC 7
 Age 42 Career(s) *Scholar (Scientist, six terms)*
 Skills *Broker, Computers 3, Engineer (electronics), Physical Sciences (electronics) 1*
 Equipment *Computer (TL 14), Data Display/Recorder, Neural Comm (TL 14), Wafer Jack (TL 12)*
 Character *It would be hard for Torrent to be any more wired than he already is without simply becoming a computer. That would be a fitting fate for him, being one of the foremost computer minds in the galaxy. Expert in both hardware and software, Torrent has started corporations and invented full operating systems more times than even he can count.* Subtitle(s) **Computing Legend**

SALES

Name *Craig Jonalon* STR 5 DEX 6 END 5 INT 5 EDU 6 SOC 9
 Age 38 Career(s) *Citizen (Corporate, 4 terms)*
 Skills *Advocate, Broker, Persuade 4, Trade (sales)*
 Equipment *Commdot, Hand Computer*
 Character *The sales phenomenon of Craig Jonalon has to be witnessed to be believed. Born into a very affluent family, his parents quickly realised that he was all looks and no brains. Charming but dim, he works in his family corporation in the sales department where, to the dismay and confusion of his co-workers, he shatters quotas every month without fail.* Subtitle(s) **Charming Dimwit**

Name *Donnell Strong* STR 7 DEX 6 END 8 INT 7 EDU 7 SOC 6
 Age 30 Career(s) *Citizen (Corporate, 3 terms)*
 Skills *Admin, Advocate, Broker, Leadership 1*
 Equipment *Comm (TL 10)*
 Character *Donnell Strong worked hard to reach the top of his sales department in an interstellar corporation and he is not ashamed to say so. Insisting that he be the one to deal with high value clients, he drives his 'minions' insane and infuriates them by undercutting them on commissions. If anyone hears him say 'Sales takes a Strong hand' again, he will die.* Subtitle(s) **Annoying Salesman**

Name *Leah Burgess* STR 6 DEX 6 END 5 INT 8 EDU 7 SOC 6
 Age 22 Career(s) *Citizen (Colonist)*
 Skills *Athletics, Drive, Recon, Steward*
 Equipment *Commdot, Work Clothes*
 Character *Leah's father is a miner just like his father and his grandfather before him. The family business has recently opened up with the addition of her brother's artistic talents. Now he has shown some skill turning junk crystals and wire into home-made jewellery, the family has a sales booth at the colony market. And guess who gets to do the selling all day?* Subtitle(s) **Reluctant Clerk**

Name *Phillip Carnes* STR 6 DEX 7 END 6 INT 6 EDU 10 SOC 5
 Age 26 Career(s) *Entertainer (Performer, 2 terms)*
 Skills *Advocate, Art (Acting), Carouse, Deception, Persuade 1*
 Equipment *Case of his latest product, Comm (TL 10)*
 Character *Phillip Carnes was going to be a great actor. All his teachers told him so. Then the bills for all those expensive teachers came pouring in and the acting offers did not. Answering a digital ad looking for sales help, Phillip found a way to pay off his loans and then some. His face and voice are very well known now, constantly shilling for new 'wonder products'.* Subtitle(s) **Famous Pitch Man**

Name *Tagsum Dae-Kin* STR 9 DEX 6 END 7 INT 7 EDU 6 SOC 6
 Age 26 Career(s) *Rogue (Enforcer, 2 terms)*
 Skills *Athletics, Deception, Gun Combat, Melee, Streetwise*
 Equipment *Comm (TL 8), Flak Jacket (6), Shotgun*
 Character *Once a recruit in his people's military, Tagsum jumped caste when his training unit was sent to help a battalion quell a riot on an allied world. One look at how simple and easy to dominate the colonists were showed him that there was more to life than mindless servitude. Now he works for a cartel selling narcotics, providing the muscle and the brains.* Subtitle(s) **Tough Pusher**

Name *Willis Warren Veng* STR 5 DEX 7 END 6 INT 8 EDU 8 SOC 6
 Age 34 Career(s) *Citizen (Worker, 2 terms), Merchant (Free Trader, 2 terms)*
 Skills *Broker, Drive, Mechanic, Persuade, Trade (warehousing)*
 Equipment *Comm (TL 8), Flak Jacket*
 Character *Willis worked as a janitor for a busy space port, cleaning up around a warehousing centre owned by an old curmudgeon of a boss. When a ship explosion killed his employer and there was no next of kin, Willis used his access to 'step into ownership'. Knowing he will get caught sooner or later, his plan is to sell off everything stored there and flee the port.* Subtitle(s) **Desperate 'Heir'**

SECRETARIES

Name	Castia Prateman	STR 4	DEX 6	END 6	INT 7	EDU 6	SOC 5
Age	22	Career(s) Citizen (Corporate)					
Skills	Advocate, Computers, Diplomat						
Equipment	Commdot, Corporate ally						
Character	<i>Castia is a lovely woman with a talent for getting people to cooperate with each other. She has turned that skill into a business asset, working her way into the employ of an executive so mean and surly that no one else wanted to have anything to do with him. Now, because of her, he is productive and useful again. That is called job security.</i>						
	Subtitle(s) Office Peacemaker						
Name	Jamie Callahan	STR 6	DEX 6	END 7	INT 8	EDU 8	SOC 7
Age	26	Career(s) Citizen (Corporate, 2 terms)					
Skills	Advocate, Broker, Diplomat, Investigate						
Equipment	Bugs (TL 9, Audio), Comm (TL 10), Data Wafers						
Character	<i>Even as a child, Jamie was a snitch. Always seeking praise for being the first to tell an adult about misbehaviour, this followed him into his corporate life. A collector of dirt like no other, Jamie thrives on discovering secrets and telling them all the way up the chain of command. It should be no surprise that Jamie is popular with executives and no one else.</i>						
	Subtitle(s) Despised Gossip						
Name	Jiin Sakitii	STR 6	DEX 6	END 5	INT 7	EDU 7	SOC 6
Age	30	Career(s) Scout (Courier, 3 terms)					
Skills	Comms, Computers, Diplomat, Gun Combat, Medic, Pilot (small craft)						
Equipment	Commdot, Hand Computer (high security)						
Character	<i>Jiin is a courier par excellence, doing his best to get packages and messages across space to their destinations and attending to their recipient's needs until his next assignment. Skilled in several field duties, he charges a hefty fee but has proven his worth as a 'full service secretary'. It still surprises him that people misunderstand what he means by that.</i>						
	Subtitle(s) Personal Aide						
Name	Laurel Tanelham	STR 5	DEX 7	END 6	INT 6	EDU 8	SOC 7
Age	26	Career(s) Citizen (Corporate, 2 terms)					
Skills	Advocate, Art (writing), Computers, Steward						
Equipment	Commdot, Specialised Computer (Art – writing)						
Character	<i>Laurel has served as a secretary for most of her adult life and could not be more poorly suited for the job. She dislikes authority, especially from men, and she constantly daydreams. While she performs well enough to keep her position she has a dream of someday becoming a novelist and works a little every night on stories that no one might ever read.</i>						
	Subtitle(s) Would-be Writer						
Name	Nicholas McCormick	STR 7	DEX 7	END 8	INT 7	EDU 6	SOC 6
Age	34	Career(s) Citizen (Corporate), Agent (Corporate, 3 terms)					
Skills	Advocate, Computers, Deception, Drive, Investigate						
Equipment	Commdot, Hand Computer, Stunner						
Character	<i>Recruited from an office pool as a bright-eyed innocent from a backwater world, Nick is now anything but naive. He has seen more corruption and crime in the halls of corporate power than he ever thought possible. What really killed his innocence was the fact that his job is not to expose anything but to help the company cover it up, no matter the cost.</i>						
	Subtitle(s) Company Spy						

Name	Shaun Downnes	STR 6	DEX 5	END 6	INT 7	EDU 8	SOC 10
Age	22	Career(s) Noble (Administrator)					
Skills	Admin, Advocate, Broker, Persuade						
Equipment	Commdot, Fine Clothes, Noble rival						
Character	<i>Shaun, by accident of being born as the youngest in a family full of males, was never in line to inherit anything. Married off to another house to strengthen relations, he has found some small measure of contentment and worth in assisting his new father-in-law as an advocate. Bright and articulate, he might just find himself owning his old family some day.</i>						
							Subtitle(s) Unwanted Son

SECURITY

Name	Arlan Hobbs	STR 6	DEX 8	END 10	INT 6	EDU 7	SOC 6
Age	34	Career(s) Marines (Star Marines, 4 terms), Agent (Corporate)					
Skills	Advocate, Gun Combat (slug pistol), Gun Combat (slug rifle) 2, Sensors, Streetwise, Tactics						
Equipment	Auto-pistol, Cloth armour (5), Commdot, Stunner						
Character	<i>Even in the military Arlan was a specialist at tactical security. After he finished his time in the service he opted to muster out and enter the private sector, going to work for a relative's firm on a fairly peaceful world. Though he is a dangerous man with dangerous skills, that is how he likes his job to be – peaceful. If every day is boring, he sleeps well at night.</i>						
							Subtitle(s) Security Minded

Name	Colwin Marshall	STR 8	DEX 6	END 7	INT 7	EDU 6	SOC 8
Age	22	Career(s) Agent (Corporate)					
Skills	Drive, Gun Combat, Recon, Streetwise						
Equipment	Comm, Mesh armour (2), Stunner						
Character	<i>Colwin is new to his job, so new his handlers have not yet issued him a firearm. He has to prove himself to the corporation before he will be allowed a live weapon near any of the executives. Though he cannot confirm it as fact, Colwin suspects the reason for that might have something to do with the six high level vacancies that were open when he got hired.</i>						
							Subtitle(s) 'The New Guy'

Name	Haiggam Rockport	STR 9	DEX 6	END 10	INT 6	EDU 8	SOC 5
Age	30	Career(s) Agent (Corporate, 3 terms)					
Skills	Advocate, Deception, Gun Combat, Investigate, Stealth						
Equipment	Body Pistol, Commdot, Disguises						
Character	<i>Haiggam is a big man, making his speciality of blending in with crowds for security details all the more striking. Even so he is very good at doing this, managing to deceive even those directly around him that he is small and inoffensive until he has to act to protect his charge. The reactions when he does so have earned him the nickname 'Shotgun'.</i>						
							Subtitle(s) Disguise Expert

Name	Juliet Rojas	STR 5	DEX 9	END 8	INT 6	EDU 7	SOC 6
Age	26	Career(s) Rogue (Enforcer, 2 terms)					
Skills	Athletics, Gun Combat, Melee, Streetwise						
Equipment	Flak Jacket, Neural Comm (TL 12)						
Character	<i>Juliet is what other criminals call a 'sell out' but she does not care. Her corporate friend, someone she prefers to think of as a sponsor, has promised her some choice physical augments if she continues to work as security for him and his clients when they have to travel in the city. She is holding true to her word. May God help him if he does not hold true to his.</i>						
							Subtitle(s) Cyber-Junkie

Name	<i>Mernie Roy Harlod</i>	STR 6	DEX 8	END 7	INT 5	EDU 5	SOC 7
Age	46 Career(s) <i>Army (Cavalry, 6 terms), Citizen (Corporate)</i>						
Skills	<i>Drive (wheeled) 2, Flyer (grav) 3, Gun Combat (slug rifle) 2, Gunnery, Recon</i>						
Equipment	<i>Commdot, Data Display/ Recorder, Ground Car</i>						
Character	<i>If there is one thing Mernie knows, it is how to drive. From tanks on desert moons to star fighters off the shoulder of Orion, he has been in the command seat more hours of his life than he has spent walking. Now, forced to retire from active service, he puts his skills to work driving executives. It is nice work but sometimes he misses all the action.</i>						
	Subtitle(s) Ex-Tank Driver						

Name	<i>Shugii Dagushna</i>	STR 8	DEX 8	END 8	INT 7	EDU 8	SOC 8
Age	26 Career(s) <i>Agent (Corporate, 2 terms)</i>						
Skills	<i>Advocate, Deception, Investigate, Gun Combat, Recon</i>						
Equipment	<i>Two Auto-pistols, Cloth Armour (5), Comm (TL 10), Stunner</i>						
Character	<i>Shugii is a brave, loyal security guard with a solid record and a good background in the business. At least that is what his official documents say. In truth he is a corporate double-agent, used by his controllers to infiltrate other companies, get the layout of their security and then report back everything he finds. He dislikes the deception but he does as told.</i>						
	Subtitle(s) Traitorous Guard						

STOCKHOLDERS

Name	<i>Bruno Sergeant</i>	STR 6	DEX 6	END 8	INT 7	EDU 8	SOC 8
Age	62 Career(s) <i>Citizen (Corporate, 4 terms), Merchant (Broker, 7 terms)</i>						
Skills	<i>Admin 3, Broker 5, Computers 2, Persuade 2</i>						
Equipment	<i>Comm (TL 10), Data Display/Recorder</i>						
Character	<i>Bruno is addicted to trading, a born broker with true passion for the job and a personal portfolio with a huge and diverse base of stocks in companies across six different worlds. He owns enough to be on the board of directors of three of them but does not care to do so. For him the thrill is in the trading, not the micro management.</i>						
	Subtitle(s) Stock Collector						

Name	<i>Domingo Jensen</i>	STR 5	DEX 5	END 6	INT 8	EDU 8	SOC 10
Age	30 Career(s) <i>Nobility (Administrator, 3 terms)</i>						
Skills	<i>Admin, Advocate, Broker, Carouse</i>						
Equipment	<i>Comm (TL 10), Grav Belt</i>						
Character	<i>There are few people in the stock trading game bigger than Domingo Jensen but that is not a comment on his affluence. He is so obese that while he does not have the skill to fly with it, he needs a grav belt just to move around. Domingo takes great pride in his girth, insisting on attending shareholder meetings just so he can witness people's reactions.</i>						
	Subtitle(s) Corpulent Broker						

Name	<i>Hannah Montero</i>	STR 5	DEX 7	END 6	INT 8	EDU 6	SOC 6
Age	26 Career(s) <i>Citizen (Corporate, 2 terms)</i>						
Skills	<i>Advocate, Broker, Computers</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>Hannah is a fresh face on the business scene, an heiress of her father's vast estate and a newcomer to the world of corporations and boardrooms. While she may be new she is not stupid. Her father taught her just enough to know that handshakes mean nothing and no one wins until the margins post. Anyone trying to take advantage of her is in for a surprise.</i>						
	Subtitle(s) New Stock Trader						

Name	Ian Carol Contreras	STR 7	DEX 6	END 6	INT 9	EDU 6	SOC 8
Age	42 Career(s) Citizen (Colonist, 6 terms)						
Skills	Drive (wheeled), Jack of All Trades, Persuade, Recon 2, Trade (refineries)						
Equipment	Comm (TL 8), Work Clothes, Tool kit						
Character	A blue-collar union man who found himself in charge of the fuel refinery where he worked, Ian Carol has been forced to learn a lot about the business world in a very short period of time. Unwilling to let his workers go unemployed, he has put the refinery on the stock market and has managed to leverage solid investments. Now to make good on them. Subtitle(s) Blue Collar Broker						

Name	Russell Moone	STR 5	DEX 8	END 7	INT 7	EDU 6	SOC 8
Age	26 Career(s) Citizen (Corporate, 2 terms)						
Skills	Admin, Broker, Diplomat, Leadership						
Equipment	Commdot, Hand Computer						
Character	Working for the best interests of his colony world, Russell has managed to put together a shareholder's alliance to put the colony's assets to work. Already he has managed to attract a few key businesses and get noticed by a couple of large corporate sponsors. If he has his way, his colony will soon become a major rim world. Subtitle(s) Man With a Dream						

Name	Zigi Kakhup	STR 4	DEX 7	END 7	INT 9	EDU 8	SOC 6
Age	30 Career(s) Agent (Intelligence)						
Skills	Admin, Computers, Deception, Persuade, Social Sciences (psychology), Stealth						
Equipment	Body pistol, Mesh Armour (tailored into fine suits), Neural Comm (TL 10)						
Character	Zigi is part of a network of corporate spies. His special training has been in the art of 'disruptive management'. His speciality involves infiltrating boards of directors, causing as much psychological havoc with them as possible and erode a business from within. Though young, he shows amazing aptitude and already has two 'kills' to his credit. Subtitle(s) Stock Saboteur						

TEAM: DUE DILIGENCE

Name	Damarcus Preston	STR 5	DEX 6	END 6	INT 7	EDU 10	SOC 7
Age	42 Career(s) Citizen (Corporate, 6 terms)						
Skills	Admin 3, Broker, Computers, Diplomacy, Persuade						
Equipment	Commdot, Hand Computer						
Character	When their company wants to look into a merger or partnership, they send the Preston team in to interview the executives and staff, pour through their books and catalogue their assets. The Prestons are known for being perfectionists, especially Damarcus. With a head for bookkeeping and trade, he makes sure reports are always accurate. Subtitle(s) Team Perfectionist						

Name	Ezra Preston	STR 6	DEX 6	END 5	INT 8	EDU 11	SOC 7
Age	46 Career(s) Citizen (Corporate, 7 terms)						
Skills	Admin, Broker, Computers, Diplomacy 2, Leadership 2						
Equipment	Commdot, Hand Computer						
Character	Whereas his brother is the one with the head for books and figures, Ezra is far more a people person and functions as the team's leader and point of contact with corporate headquarters. He keeps his team in constant motion, sending them out on tasks and keeping them busy until the job is done. His staff consider him harsh but they also think he is fair. Subtitle(s) Team Leader						

Name	<i>Leopold Norman Slate</i>	STR 6	DEX 6	END 7	INT 9	EDU 9	SOC 6
Age	30 Career(s) <i>Citizen (Corporate, 3 terms)</i>						
Skills	<i>Broker, Computers, Trade (accountant)</i>						
Equipment	<i>Commdot, Computer (TL 11)</i>						
Character	<i>While the Prestons run the show, none of the heavy numbers work would be possible without Leopold on the case. He lives for fiscal maths and has been known to get into a database and not come out until sleep or hunger force him to do so. More than once Miriam has had to make him take time off for some rest whether he likes it or not.</i>						
	Subtitle(s) Obsessed Accountant						

Name	<i>Lacey Avery</i>	STR 6	DEX 8	END 8	INT 6	EDU 8	SOC 6
Age	26 Career(s) <i>Drifter (Wanderer), Citizen (Corporate)</i>						
Skills	<i>Advocate, Melee (unarmed), Persuade, Recon, Streetwise 1</i>						
Equipment	<i>Cloth Armour (5), Comm (TL 10)</i>						
Character	<i>Less an official member of the team and more like a stowaway with benefits, Lacey was once an 'unpaid passenger' on a ship Miriam was travelling on and became attached to the maternal woman by voyage's end. Now, 10 years later, she provides manual labour when the team needs it and muscle on those rare occasions where due diligence turns deadly.</i>						
	Subtitle(s) Adopted Guardian						

Name	<i>Miriam Payne</i>	STR 5	DEX 6	END 6	INT 9	EDU 8	SOC 9
Age	38 Career(s) <i>Citizen (Corporate, 5 terms)</i>						
Skills	<i>Admin, Advocate, Computers, Medic, Diplomacy 2</i>						
Equipment	<i>Commdot, Computer (TL 11)</i>						
Character	<i>A skilled secretary and corporate caretaker, Ezra Preston values her skills mostly for her ability to empathise with even the most difficult individuals and leaves negotiations to her in those situations. Miriam is the team's undisputed heart, making sure that everyone keeps healthy, gets enough rest and stays happy. Even Quincy begrudgingly likes her.</i>						
	Subtitle(s) Mother Hen						

Name	<i>Quincy Cameron</i>	STR 6	DEX 6	END 6	INT 8	EDU 8	SOC 6
Age	26 Career(s) <i>Agent (Corporate, 2 terms)</i>						
Skills	<i>Computers, Deception, Investigate, Streetwise</i>						
Equipment	<i>Bugs (TL 11), Comm (TL 10), Computer (TL 11)</i>						
Character	<i>Quincy dislikes almost everything and distrusts almost everyone. It is exactly this nature that attracted Ezra to him as a team member in the first place. A top-notch investigator, Quincy is even more valuable to the team because he suspects the worst in every new job. Ezra puts it best as, 'If Quince didn't find it, that probably means there was nothing there.'</i>						
	Subtitle(s) Company Detective						

TEAM: GRAND OPENING

Name	<i>Casey Cayne</i>	STR 5	DEX 6	END 6	INT 8	EDU 10	SOC 6
Age	42 Career(s) <i>Citizen (Corporate, 6 terms)</i>						
Skills	<i>Admin, Advocate, Broker, Computers, Diplomat, Leadership, Steward</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>As the liaison to a rapidly growing corporation, Casey has the unenviable task of going from planet to planet and setting up store fronts for their goods and services. Rather than hire entire new crews on each world, Casey has put together a group of people to bring with him, a core team to help open new sites with consistency and expediency.</i>						
	Subtitle(s) Company Liaison						

Name	<i>Dalcan Priest</i>	STR 6	DEX 7	END 5	INT 9	EDU 8	SOC 6
Age	30 Career(s) <i>Merchant (Free Trader, 3 terms)</i>						
Skills	<i>Admin, Advocate, Broker, Gun Combat, Persuade, Steward, Streetwise 1</i>						
Equipment	<i>Cloth Armour (3), Commdot, Shotgun</i>						
Character	<i>Dalcan Priest is an operator, a professional go-to man for the company's emergency projects and special assignments. Capable and well-spoken, he was assigned to Casey's team as a way of protecting the corporation's investments. Casey knows Dalcan is there for oversight but this has not kept them from becoming friends. They work well together.</i>						
	Subtitle(s) Watchful Eye						

Name	<i>Ishai Alma Taylor</i>	STR 5	DEX 6	END 7	INT 7	EDU 7	SOC 5
Age	34 Career(s) <i>Citizen (Worker, 4 terms)</i>						
Skills	<i>Admin, Art (design), Drive (ground car) 2, Trade (retail)</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>A retail manager for several years, it was Ishai's eye for artful store layouts that first caught Dalcan's attention. Her efficiency and leadership skills sealed the deal with Casey. When they are setting up shop she is often in charge day-to-day, managing the local workforce and helping the site take shape. She prides herself on every store being unique.</i>						
	Subtitle(s) Artsy Admin						

Name	<i>Putnam Blaneway</i>	STR 8	DEX 6	END 9	INT 8	EDU 5	SOC 8
Age	34 Career(s) <i>Citizen (Colonist, 3 terms)</i>						
Skills	<i>Athletics, Drive (ground car), Jack of all Trades, Trade (teamster)</i>						
Equipment	<i>Commdot, Lifting Belt</i>						
Character	<i>The cargo controller of the team, Putnam is actually quite brilliant despite his lack of formal education, a fact that convinced Casey to bring him on to manage inventory and stocking new warehouses. A job both physically demanding and reliant on good organisational skills, the role is perfectly suited for Putnam and he is quite content to fill it for now.</i>						
	Subtitle(s) Heavy Lifter						

Name	<i>Torii Kasaga</i>	STR 6	DEX 6	END 7	INT 8	EDU 8	SOC 6
Age	30 Career(s) <i>Merchant (Free Trader, 3 terms)</i>						
Skills	<i>Astrogation, Mechanic, Melee (blade), Pilot (spacecraft), Vacc Suit 1</i>						
Equipment	<i>Commdot, Free Trader spaceship, Hostile Environment Vacc Suit (TL 12)</i>						
Character	<i>The same day Torii got her own starship she almost lost it. Back taxes and other fees nearly required her to sell her new vessel to avoid having it seized. Fortunately the loan on the ship was held by Casey's parent company. They worked out a deal that has been going strong ever since. She acts as the team's transport and the ship is clear in 10 years.</i>						
	Subtitle(s) Indentured Pilot						

Name	<i>Wacolm Jones</i>	STR 7	DEX 6	END 8	INT 8	EDU 8	SOC 7
Age	30 Career(s) <i>Civilian (Worker), Merchant (Free Trader, 2 terms)</i>						
Skills	<i>Admin, Broker, Carouse, Jack of all Trades, Mechanic, Trade (teamster), Vacc Suit</i>						
Equipment	<i>Comm (TL 10), Vacc Suit</i>						
Character	<i>A little bit of everything, Wacolm handles the odd jobs and assists every member of the opening team in some small way. While his official position is 'additional personnel', no one in the group thinks of him that way. Wacolm is vital if only because everyone can count on him to be on the job whenever something needs doing and that he will do it right.</i>						
	Subtitle(s) Mister Helpful						

TEAM: LOSS PREVENTION

Name	Areva Cardigan	STR 5	DEX 6	END 7	INT 9	EDU 9	SOC 9
Age	34 Career(s) Agent (Corporate, 3 terms), Citizen (Corporate)						
Skills	Admin, Advocate, Gun Combat, Leadership, Stealth, Tactics						
Equipment	Body Pistol, Commdot, Fine Clothes						
Character	The face and brains behind Loss Prevention, her leadership has pulled together a team of would-be rivals into a solid corporate force. The concept behind the team is simple; they are hired by companies targeted by other businesses for takeover or espionage. Loss Prevention counters those efforts and protects their client. There is of course a fee involved.						
	Subtitle(s) Lady in Charge						
Name	Del Griffin	STR 6	DEX 8	END 8	INT 6	EDU 7	SOC 6
Age	26 Career(s) Agent (Corporate, 2 terms)						
Skills	Drive, Gun Combat 2, Streetwise						
Equipment	Auto-Pistol, Cloth Armour (5), Commdot, Ground Car						
Character	Del is not a subtle man, nor has he ever been one. Even when he was busting heads as a security guard he did so with enough obvious enthusiasm that he gained the attention of the CEO of the company and was called up to act as a personal bodyguard. Now he has been given to Areva for the same purpose. He is the team thug and he likes it.						
	Subtitle(s) Proudly Violent						
Name	Heath Reid	STR 6	DEX 7	END 7	INT 8	EDU 8	SOC 6
Age	30 Career(s) Agent (Corporate, 3 terms)						
Skills	Computers 4, Investigate, Streetwise						
Equipment	Commdot, Computer (TL 11) with specialised software						
Character	Heath is an unapologetic hacker. His job interview for working with Areva consisted of her having his fiscal account frozen and offering to triple what was in it if he could unlock it within 24 hours. When he did it in less than hour she paid him a bonus and hired him on. There's nothing online he cannot find and no intrusion he cannot block. He is a digital diva.						
	Subtitle(s) 'Master' Hacker						
Name	Jackson Estenlower	STR 7	DEX 6	END 6	INT 8	EDU 6	SOC 7
Age	26 Career(s) Citizen (Corporate)						
Skills	Advocate, Broker, Diplomacy, Persuade						
Equipment	Commdot						
Character	When it comes to 'soft skills', Jackson is Areva's man. He handles the negotiations, the initial meetings with clients and talks with targets in the early stages of Loss Prevention's work. While he is perfectly capable of tackling other jobs those are where his talents lie and Areva believes in using people, especially Jackson, where they can perform the best.						
	Subtitle(s) Velvet Glove						
Name	Lester Bradly	STR 8	DEX 6	END 7	INT 7	EDU 8	SOC 6
Age	30 Career(s) Rogue (Thief, 2 terms), Citizen (Corporate)						
Skills	Computers, Deception, Gun Combat, Stealth, Streetwise						
Equipment	Auto-pistol, Cloth Armour (5), Comm (TL 10)						
Character	When it comes time to get dirty, Areva calls on Lester. Lester handles the meetings that Jackson would be wasted on, the private 'chats' that come up when targets will not be dissuaded any other way. Areva prefers to do things in a civilised way but she and Lester both know that in the world of corporate politics, very little is ever civilised.						
	Subtitle(s) Iron Fist						

Name	<i>Rey Crawford</i>	STR 5	DEX 5	END 6	INT 9	EDU 10	SOC 6
Age	30	Career(s) <i>Citizen (Corporate, 2 terms) Agent (Corporate)</i>					
Skills	<i>Admin, Broker, Computers, Investigate, Recon, Trade (accountant)</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>Rey is what Areva calls her 'sweeper'. He is the person she sends to client sites to go through every record they have before she accepts a job. After getting burned once on an espionage case that turned out to be the client doing all the information theft she is determined to never let that happen again. Rey is her insurance for that, digging up everything.</i>						
	Subtitle(s) Team Researcher						

TEAM: SPIN DOCTORS

Name	<i>Abner Deane</i>	STR 5	DEX 6	END 5	INT 9	EDU 8	SOC 8
Age	46	Career(s) <i>Entertainer (Journalist, 7 terms)</i>					
Skills	<i>Admin, Advocate, Art (writing), Carouse 2, Deception 2, Persuade, Trade (media)</i>						
Equipment	<i>Commdot, Fine Clothes, 2 Journalist contacts</i>						
Character	<i>After spending all his life in the media world there is one thing Abner knows; image is everything. He has seen too many good people demolished and bad people glorified to have any faith in the truth any more. After doing a piece on a starter company that boosted its profits many times over, he realised the proper spin was a commodity he could market.</i>						
	Subtitle(s) Cynic						

Name	<i>Don Alverano</i>	STR 6	DEX 6	END 6	INT 8	EDU 9	SOC 6
Age	26	Career(s) <i>Citizen (Corporate, 2 terms)</i>					
Skills	<i>Admin, Broker, Computers, Diplomacy</i>						
Equipment	<i>Comm (TL 10), Hand Computer</i>						
Character	<i>The first thing Abner needed was a corporate contact, one who knew his work and had profited by it in the past. He contacted Don, an executive for a public research firm and pitched his idea. Knowing how connected and influential Abner could be it was not exactly a hard sell. Now they are in business together, manipulating the media for their clients.</i>						
	Subtitle(s) Corporate Sponsor						

Name	<i>Farrah Marrow</i>	STR 5	DEX 9	END 6	INT 7	EDU 7	SOC 8
Age	26	Career(s) <i>Entertainer (Performer), Citizen (Corporate)</i>					
Skills	<i>Advocate, Art (Dance), Computers, Persuade</i>						
Equipment	<i>Commdot, 3 Entertainment contacts</i>						
Character	<i>Farrah was a rising star, the sort of talent that comes along once in a lifetime on most worlds. When an injury cut her career tragically short the outpouring of support was overwhelming. It was overwhelming and, in Abner's eyes, exploitable. Using her network of entertainment friends and her popularity, he can sway opinions with just a few words from her.</i>						
	Subtitle(s) Media Darling						

Name	<i>Jorge Parrish</i>	STR 7	DEX 6	END 8	INT 6	EDU 8	SOC 7
Age	30	Career(s) <i>Citizen (Corporate, 3 terms)</i>					
Skills	<i>Admin, Advocate, Broker, Diplomacy 1</i>						
Equipment	<i>Comm (TL 10), Fine Clothes, 2 Corporate contacts, Corporate Ally</i>						
Character	<i>Jorge handles the business contacts side of things, making inroads with companies in need of the firm's services and doing initial evaluations. He is usually the first to make contact with a new client and his opinion of them carries a lot of weight with Abner. Known for being a good judge of character, Jorge has never steered the company wrong.</i>						
	Subtitle(s) Friendly Face						

Name	Lucien Huber	STR 6	DEX 5	END 7	INT 7	EDU 8	SOC 5
Age	26	Career(s) Drifter (Wanderer, 2 terms)					
Skills	Deception, Recon, Streetwise, Survival						
Equipment	Comm (TL 10)						
Character	Lucien is a man with everything and nothing at the same time. He is actually quite rich for a drifter but in order to maintain his income he has to live like he is destitute. Lucien is the firm's street-level contact and spends his time observing current trends and dropping rumour whispers in gatherings at star ports and other low-class hang-outs.						
	Subtitle(s) Man on the Street						

Name	Sondra Rivas-Chapman	STR 5	DEX 6	END 7	INT 8	EDU 7	SOC 10
Age	30	Career(s) Nobility (Dilettante, 3 terms)					
Skills	Advocate, Carouse, Gambler, Diplomat, Persuade						
Equipment	Commdot, Fine Clothes, Lucky Dice, Noble Ally, Noble Rival						
Character	A regular on the high-stakes gambling circuits on a dozen worlds, Sondra is idle rich with a hidden agenda. Recruited because of her huge network of friends in high places, Sondra offers Abner access to ears that would never otherwise hear his broadcasts or see his business efforts. With her and Lucien there is no level of society he cannot reach.						
	Subtitle(s) Gambling Spy						

WAGE SLAVES

Name	Cad Hallan	STR 8	DEX 6	END 6	INT 5	EDU 5	SOC 5
Age	30	Career(s) Citizen (Worker, 3 terms)					
Skills	Athletics, Mechanic, Trade (janitor) 1						
Equipment	Cleaning Supplies, Comm (TL 8), Uniform						
Character	Cad is a prime example of an average galactic citizen at the bottom rung of society's ladder. With no goals or ambition, Cal muddled through his education, received poor grades and was put to work cleaning the very institution that was supposed to prepare him for a better life. Instead he goes from job-to-job, cleaning up the better lives of others.						
	Subtitle(s) Generic Janitor						

Name	Giskala Tii	STR 5	DEX 6	END 6	INT 6	EDU 7	SOC 5
Age	22	Career(s) Citizen (Worker)					
Skills	Advocate, Steward Trade (retail)						
Equipment	Commdot, Fashionable Clothes						
Character	Giskala has a wonderful job and is perfectly content with her caste role. As a colony child on the edge of space, she has been able to gain employment in a space station boutique, buying and selling fashions from other worlds. She loves clothes of all sorts, making this the best job she could think of having. When she is older, fashion design awaits.						
	Subtitle(s) Boutique Clerk						

Name	Katherine Barber	STR 5	DEX 6	END 8	INT 6	EDU 8	SOC 6
Age	26	Career(s) Merchant (Free Trader, 2 terms)					
Skills	Astrogation, Comms, Drive, Pilot (spacecraft), Steward						
Equipment	Commdot, Flight Suit						
Character	Katherine should be happy. All her life she wanted to travel the stars in a ship of her own. Unlike many she has at least achieved half her dream. She is a pilot on a merchant ship and she is definitely travelling the stars. It is just the same three stars over and over again. As great as space is to Katherine, this 'exciting life' of hers is getting old fast.						
	Subtitle(s) Bored Pilot						

Name	<i>Lucas Linsay</i>	STR 8	DEX 6	END 8	INT 6	EDU 5	SOC 5
Age	22	Career(s) <i>Citizen (Worker)</i>					
Skills	<i>Drive, Trade (warehousing)</i>						
Equipment	<i>Comm (TL 8), Ground Car (forklift), Work Clothes</i>						
Character	<i>Lucas is fresh out of basic school and with grades like his there was no way he was going to get into college. Determined not to be a drain on his family he applied at a local warehouse and was hired on to help stock. His employer died in an explosion recently and one of the employees stepped in as the new owner. There is something odd about that.</i>						
							Subtitle(s) Warehouse Hand

Name	<i>Rhett Kyle Tanner</i>	STR 6	DEX 6	END 7	INT 8	EDU 7	SOC 6
Age	26	Career(s) <i>Entertainer (Journalist, 2 terms)</i>					
Skills	<i>Art (holography), Computers, Steward</i>						
Equipment	<i>Commdot, Computer (TL 12)</i>						
Character	<i>For every piece of dazzling holo-art on display in the galaxy there is usually a team of young artists and programmers working like dogs to generate and maintain the image. Rhett is one of those, a skilled holo-artist in his own right but not wealthy or famous enough to strike out on his own. Now he works in a corporate studio, honing his skills and waiting.</i>						
							Subtitle(s) Aspiring Artist

Name	<i>Theodore Martin</i>	STR 6	DEX 6	END 7	INT 6	EDU 7	SOC 5
Age	30	Career(s) <i>Citizen (Worker, 3 terms)</i>					
Skills	<i>Admin, Steward, Streetwise, Trade (restaurant)</i>						
Equipment	<i>Commdot, Work Clothes</i>						
Character	<i>Theodore is not certain what he intended to do with his life but still working in the same restaurant for 12 years was not it. Things are marginally better now that he is managing the place at night but it still irks him to see young students like he was work a few years and then move on to better jobs and better lives. All the while, he is stuck right here.</i>						
							Subtitle(s) Resentful Manager

GOVERNMENT

GOVERNMENT



ANARCHY

Name	<i>Benedict Schultz</i>	STR 6	DEX 6	END 7	INT 6	EDU 8	SOC 6
Age	38 Career(s) <i>Army (Support, 5 terms)</i>						
Skills	<i>Drive (wheeled), Explosives 2, Gun Combat (slug rifle) 3, Medic, Recon 2, Survival 2</i>						
Equipment	<i>Assault Rifle, Comm (TL 8), Flak Jacket, 2 Frag Grenades, Plastic Explosives</i>						
Character	<i>When the world fell down, all Benedict wanted to do was be left alone. Luckily he had all the skills to make that happen. Once it became clear no government was going to step in to take over, his military training kicked in. He gathered supplies, went off the beaten path and ringed his home with explosives. Anyone looking to bother him is in for a big surprise.</i>						
	Subtitle(s) Ex-Demolitionist						

Name	<i>Boyce Ellis</i>	STR 5	DEX 6	END 6	INT 9	EDU 9	SOC 8
Age	30 Career(s) <i>Citizen (Corporate, 3 terms)</i>						
Skills	<i>Admin, Advocate, Diplomat, Leadership</i>						
Equipment	<i>Autopistol, Comm (TL 8)</i>						
Character	<i>Many are called but few are chosen. Boyce Ellis is a prime example of those who feel like they have been both. His colony world was cut off from the primary homeworld and descended into chaos. When others started panics and riots he tried to keep a cool head and a firm hand. Now there are hundreds looking to him for guidance. He will not fail.</i>						
	Subtitle(s) Would-be Ruler						

Name	<i>Lorene Blair</i>	STR 5	DEX 6	END 7	INT 5	EDU 6	SOC 6
Age	26 Career(s) <i>Citizen (Worker)</i>						
Skills	<i>Drive, Steward, Streetwise, Trade (restaurant)</i>						
Equipment	<i>Ground car, snub pistol</i>						
Character	<i>Lorene worked in a fairly nice restaurant when word came that the city was under martial law. When that did not work and civil government collapsed no one knew what to do. All she knew was her job so that is what she kept doing. Everyone in town has been acting like nothing has changed and it has worked so far. The restaurant has stayed peaceful for now.</i>						
	Subtitle(s) Scared Waitress						

Name	<i>Reginald Morse</i>	STR 8	DEX 7	END 8	INT 6	EDU 5	SOC 6
Age	30 Career(s) <i>Rogue (Enforcer, 3 terms)</i>						
Skills	<i>Gun Combat (slug pistol), Melee (bludgeon), Streetwise 2</i>						
Equipment	<i>Autopistol, Flak Jacket</i>						
Character	<i>There was no law that could touch Reggie's gang even before the government fell down and crawled away. Now there is no law at all and anarchy rules! The streets are the only courts now and while Reginald may not be the big dog yet he is certainly in the pack. Life is violent out here now. It is only a matter of time before new leadership will arise.</i>						
	Subtitle(s) Ambitious Thug						

Name	<i>Quentin Wight</i>	STR 5	DEX 6	END 6	INT 7	EDU 7	SOC 9
Age	38 Career(s) <i>Nobility (Administrator, 5 terms)</i>						
Skills	<i>Admin, Advocate, Broker, Leadership</i>						
Equipment	<i>Cloth Armour (3), Comm (TL 10), Retainers and Allies</i>						
Character	<i>When governments collapse they tend to heave behind stranded administrators, people who either did not evacuate in time or who stubbornly refused to leave their positions of authority. Quentin is one of the latter, a diehard politician with a desire to see things return to the way they were. He has allies in this effort but he knows the road is long.</i>						
	Subtitle(s) Hopeful Leader						

GOVERNMENT

Name	<i>Santiago Tyler</i>	STR 6	DEX 5	END 5	INT 8	EDU 6	SOC 6
Age	26	Career(s) <i>Citizen (Corporate, 2 terms)</i>					
Skills	<i>Admin, Computers, Leadership 2</i>						
Equipment	<i>Comm (TL 8), Computer (TL 10)</i>						
Character	<i>Every anarchy has agitators, people who either started the ball rolling or kept it in motion long enough for it to crush the status quo. Santiago is a little of both. A hacker who, along with several friends, took government corruption secrets and made them public, he is responsible for the outrage that tore everything down. Good; let it all burn.</i>						
							Subtitle(s) Digital Anarchist

ARISTOCRACY

Name	<i>Elden Hobbs</i>	STR 5	DEX 7	END 6	INT 8	EDU 9	SOC 12
Age	26	Career(s) <i>Nobility (Administrator, 2 terms)</i>					
Skills	<i>Admin, Advocate, Leadership</i>						
Equipment	<i>Commdot, Fine Clothes</i>						
Character	<i>The youngest son of his house, everyone was quite surprised to see Elden elevated to a lordship at his age. The facts that he is both a close friend of those in power and a willing administrator for a township producing resources the government desperately needs certainly go a long way towards explaining his sudden ascension.</i>						
							Subtitle(s) Young Noble

Name	<i>Biirkat Jumkal</i>	STR 7	DEX 6	END 6	INT 7	EDU 8	SOC 10
Age	30	Career(s) <i>Nobility (Administrator, 3 terms)</i>					
Skills	<i>Advocate, Broker, Diplomat</i>						
Equipment	<i>Comm (TL 10)</i>						
Character	<i>An aristocrat of sorts, his relatively high caste birth made him suitable to serve as a low level administrator on a rim world with a very rigid governmental structure and still recovering from a failed coup. This has provided him with the perfect opportunity to live above his station and he has seized it, moving up the ranks of the nobility on this back world quickly.</i>						
							Subtitle(s) Aspiring Lord

Name	<i>Lannie Myers</i>	STR 6	DEX 6	END 6	INT 7	EDU 6	SOC 6
Age	22	Career(s) <i>Citizen (Worker)</i>					
Skills	<i>Drive, Steward, Trade (massage)</i>						
Equipment	<i>Comm (TL 8), Massage Supplies</i>						
Character	<i>A personal assistant with the benefit of being able to get close to nobility at every level, Lannie sees a lot more than anyone gives her credit for and has already collected several files full of embarrassing and compromising little secrets on many members of the ruling classes. She has not had a reason to ever use this information. Pity the crown if she ever does.</i>						
							Subtitle(s) Sneaky Servant

Name	<i>Noe George Prescott</i>	STR 5	DEX 5	END 6	INT 9	EDU 8	SOC 11
Age	30	Career(s) <i>Nobility (Dilettante, 3 terms)</i>					
Skills	<i>Admin, Carouse, Flyer (grav), Gambler</i>						
Equipment	<i>Commdot, Fine Clothes, Air/Raft</i>						
Character	<i>Many nobles take their duties to their people seriously. Then there are nobles like Noe, men with the breeding and title and none of the temperament. He has underlings handle all the daily affairs for his territory and spends most of his time in the clouds, flying to and from engagements that hold more interest for him, engagements involving women and cards.</i>						
							Subtitle(s) Inattentive Lord

Name	<i>Stuart Davidson</i>	STR 8	DEX 8	END 7	INT 6	EDU 6	SOC 14
Age	46 Career(s) <i>Nobility (Administrator, 7 terms)</i>						
Skills	<i>Admin 2, Broker, Deception, Diplomat, Drive (wheeled) 2, Leadership 2</i>						
Equipment	<i>Collection of Ground Cars, Comm (TL 10)</i>						
Character	<i>Stuart is a man of many talents, all of which he puts to the good of his people. Ruling by aristocratic right, he still takes the role very seriously and tries to make sure that the wealth he generates every season gets passed down again to those who created it. His only indulgence is his collection of expensive vehicles, a hobby his people do not begrudge.</i>						
	Subtitle(s) Benevolent Lord						

Name	<i>Westen Barron</i>	STR 4	DEX 3	END 5	INT 8	EDU 9	SOC 13
Age	70 Career(s) <i>Nobility (Administrator, 13 terms)</i>						
Skills	<i>Admin 3, Advocate, Broker, Deception, Diplomat, Investigate, Leadership 2, Persuade</i>						
Equipment	<i>Comm (TL 8)</i>						
Character	<i>An older man who can feel how far past his prime he has come, Westen has been in the game of thrones for more years than he cares to remember. Unwilling to step down and uncertain that he has any heirs worth taking his place he is caught in the unfortunate position of having to keep going forward because there is no good prospect for retirement.</i>						
	Subtitle(s) Weary Ruler						

CAPTIVE

Name	<i>Gaylord Kirby</i>	STR 6	DEX 7	END 6	INT 6	EDU 6	SOC 5
Age	26 Career(s) <i>Citizen (Worker, 2 terms)</i>						
Skills	<i>Drive, Mechanic, Trade (maintenance)</i>						
Equipment	<i>Commdot, Took kit, Uniform</i>						
Character	<i>Gaylord was at work when the aliens came. They descended, crushed the military and took control of the colony in a matter of hours. For most of the populace like him, life goes on mostly as normal. There is the slight chance the aliens will come and take you. It has already started. The only question now is what is he going to do?</i>						
	Subtitle(s) Potential Rebel						

Name	<i>Kevin Underhill</i>	STR 5	DEX 6	END 7	INT 7	EDU 10	SOC 7
Age	30 Career(s) <i>Entertainer (Journalist, 3 terms)</i>						
Skills	<i>Advocate, Art (holography), Art (writing), Comms, Investigate, Persuade</i>						
Equipment	<i>Autopistol, Comm (TL 10), Transceiver (TL 12)</i>						
Character	<i>Kevin saw the takeover before it happened. He tried to tell people but no one would hear him. He was dismissed as 'another conspiracy nut' but last year he was proven right. He was sorry to see so many have to die for him to be vindicated. Now he runs a hidden subversive radio station, stirring up the resistance and feeding them information when he can.</i>						
	Subtitle(s) Provocateur						

Name	<i>Kory Shelton</i>	STR 5	DEX 5	END 6	INT 9	EDU 9	SOC 8
Age	22 Career(s) <i>Noble (Administrator)</i>						
Skills	<i>Admin, Diplomat</i>						
Equipment	<i>Commdot</i>						
Character	<i>The government takeover was accomplished in a matter of days, all quietly and behind the scenes. Most of the people on Kory's world do not even know their leaders are captive. He does because his job as aide had him in the same room when the other side pulled guns on parliament. He kept his head down and stayed compliant. It has saved him so far.</i>						
	Subtitle(s) Subservient Pawn						

GOVERNMENT

Name	<i>Mijakii Kulkoor</i>	STR 5	DEX 7	END 6	INT 7	EDU 6	SOC 4
Age	26	Career(s) <i>Citizen (Colonist, 2 terms)</i>					
Skills	<i>Jack of All Trades, Medic, Survival</i>						
Equipment	<i>Commdot, Medikit</i>						
Character	<i>The nature of his work, odd jobs and tasks no one else wants, put Mijakii in a unique position to watch the conquering of his world. No one fired a shot; they just came in, imprisoned all the leaders and started running things themselves. He does what he is told during the day but at night he runs supplies and information to the those trying to end the new regime.</i> Subtitle(s) Servile Spy						

Name	<i>Rickey Everett Tyler</i>	STR 6	DEX 8	END 8	INT 6	EDU 9	SOC 6
Age	30	Career(s) <i>Citizen (Corporate, 3 terms)</i>					
Skills	<i>Admin, Advocate, Broker, Diplomat, Stealth</i>						
Equipment	<i>Body Pistol, Commdot, Data Display/Recorder</i>						
Character	<i>In a way this is all Rickey Tyler's fault. He vehemently argued against the government's policies for several years. When an outside group contacted and asked for help taking on the powers in charge, he was only too happy to oblige. Now that he has seen the bloody results of this new government, it is far too late for doubts. He just has to live with it.</i> Subtitle(s) Regretful Dupe						

Name	<i>Williams Price</i>	STR 7	DEX 7	END 6	INT 7	EDU 8	SOC 8
Age	30	Career(s) <i>Agent (Intelligence, 3 terms)</i>					
Skills	<i>Admin, Advocate, Gun Combat (slug pistol), Investigate, Persuade, Recon</i>						
Equipment	<i>Autopistol, Cloth Armour, Commdot</i>						
Character	<i>Government captures do not engineer themselves. They take careful planning and a steady hand to guide them. Williams Price knows this because he has done it several times now and has it down to an art. He insinuates himself into the halls of power, spends a year or two learning the power players and then either subverts them or takes them out.</i> Subtitle(s) Government Captor						

COALITION

Name	<i>Darin Morales</i>	STR 5	DEX 6	END 7	INT 8	EDU 7	SOC 6
Age	34	Career(s) <i>Citizen (Corporate, 4 terms)</i>					
Skills	<i>Admin, Advocate, Broker, Leadership</i>						
Equipment	<i>Cloth Armour, Commdot</i>						
Character	<i>Darin is a transitional figurehead, a person only in power while the two new sides of his government determine what their criteria for an executive officer for the state should be. He is fairly sure he will not be getting the job because while he is well liked by the people he is not a favourite of either party or of the other candidates they seem to have chosen.</i> Subtitle(s) Politico on the Out						

Name	<i>Francine Hopkins</i>	STR 6	DEX 6	END 5	INT 8	EDU 8	SOC 8
Age	22	Career(s) <i>Entertainer (Journalist)</i>					
Skills	<i>Art (writing), Computers, Persuade</i>						
Equipment	<i>Commdot, Data Display/Recorder, Hand Computer</i>						
Character	<i>Francine is part of the coalition government's attempt to win over the hearts and minds of their people during this time of transition. Her job is to make sure press releases get made to the public in an attractive voice with a nice face behind them. Francine knows that half of what she is saying are lies but the pay is good and it offers the fame she craves.</i> Subtitle(s) Propagandist						

Name	<i>Luur Suidakii</i>	STR 7	DEX 6	END 8	INT 7	EDU 9	SOC 7
Age	34 Career(s) <i>Citizen (Corporate, 4 terms)</i>						
Skills	<i>Admin, Advocate, Diplomat</i>						
Equipment	<i>Comm (TL 10)</i>						
Character	<i>An advocate for one of the two noble houses running his world, Luur often has to make peace where there is none. It is a tall task for the tall man but he is up to it. Keeping the two houses working together to rule keeps Luur's people safe, a goal he feels is worth any price, even the price of constant exhaustion and never getting to sleep well at night.</i>						
	Subtitle(s) Weary Liaison						

Name	<i>Nell Hodgins-White</i>	STR 5	DEX 7	END 6	INT 8	EDU 10	SOC 8
Age	26 Career(s) <i>Scholar (Field Researcher, 2 terms)</i>						
Skills	<i>Computers, Diplomat, Investigate, Social Sciences (psychology)</i>						
Equipment	<i>Comm (TL 10), Hand Computer</i>						
Character	<i>Nell is an expert in her field and a master at practical applications as well. Hired by the coalition government to research the effects of their rule on the citizens of her world she took to the task enthusiastically. She is still researching for them, the study taking much longer than she had anticipated because the citizen base is so split in their opinion.</i>						
	Subtitle(s) Social Engineer						

Name	<i>Roman McKee</i>	STR 5	DEX 6	END 8	INT 7	EDU 8	SOC 7
Age	30 Career(s) <i>Rogue (Thief, 3 terms)</i>						
Skills	<i>Computers, Deception, Gun Combat (slug pistol), Streetwise</i>						
Equipment	<i>Cloth Armour (3), Comm (TL 8), Snub Pistol</i>						
Character	<i>Roman was a small-time thief and operator in his colony until the merger of two political groups changed everything. With half the government wanting vices legalised and the other half wishing to crack down on even presently legal things, he finds himself in the unique position of not knowing day-to-day what part of his business is a crime.</i>						
	Subtitle(s) Confused Crook						

Name	<i>Zachariah Slater</i>	STR 6	DEX 7	END 7	INT 9	EDU	SOC 6
Age	26 Career(s) <i>Scholar (Scientist, 2 terms)</i>						
Skills	<i>Admin, Diplomat, Social Science (History), Social Science (Psychology)</i>						
Equipment	<i>Commdot, Nice Clothes</i>						
Character	<i>Even if Zachariah knew he was a figurehead for the failing three-house alliance ruling his colony he would not likely try to do anything about it. He likes being their political advisor, trying to pull the house's very different beliefs into good policy. Unfortunately for him and his world, their beliefs are just simply incompatible. This is why he keeps failing.</i>						
	Subtitle(s) Policy Advisor						

COLLECTIVE

Name	<i>Dalton Warner</i>	STR 5	DEX 5	END 5	INT 7	EDU 8	SOC 13
Age	50 Career(s) <i>Nobility (Administrator, 8 terms)</i>						
Skills	<i>Admin, Advocate, Deception 3, Diplomat, Melee (blade), Persuade 4</i>						
Equipment	<i>Commdot, Fine Clothes</i>						
Character	<i>When the various social classes on Dalton's world started to press for equality, he and his fellow nobles got together and formed a plan of action to keep every side happy. As its main architect Dalton has been given the honour of heading up the aristocrat's portion of the new collective government. His hidden agenda is to keep the others under control.</i>						
	Subtitle(s) Collective Noble						

Name	<i>Jacinto Tobrian</i>	STR 6	DEX 7	END 6	INT 8	EDU 9	SOC 11
Age	42 Career(s) <i>Army (Support, 6 terms)</i>						
Skills	<i>Admin 2, Diplomat, Gun Combat (slug rifle), Leadership 2, Survival, Tactics (military)</i>						
Equipment	<i>Autopistol, Comm (TL 10)</i>						
Character	<i>The military coup threatening to destabilise everything was only thwarted off the battlefield through talks between army leaders and the aristocrats in charge. Together they created the collective that exists now. General Jacinto was at those talks, contributing just enough that when a nominal military head had to be chosen his name came up and he became president for life.</i> Subtitle(s) Collective Officer						

Name	<i>Kolin Cargile</i>	STR 7	DEX 6	END 9	INT 7	EDU 7	SOC 6
Age	34 Career(s) <i>Drifter (Scavenger), Citizen (Corporate, 3 terms)</i>						
Skills	<i>Admin, Advocate, Recon, Streetwise</i>						
Equipment	<i>Commdot, Computer (TL 10), Stunner</i>						
Character	<i>A passionate advocate for the rights of the homeless, primarily because he was one of them, Kolin has been able to better their plight considerably since being elected to the civil branch of the collective government. People's rights and freedoms are his chief concern, their welfare his sole rallying cry. There is nothing he does that is not driven by the past.</i> Subtitle(s) Homeless Leader						

Name	<i>Melisae Trandus</i>	STR 8	DEX 6	END 7	INT 8	EDU 6	SOC 7
Age	42 Career(s) <i>Citizen (Worker, 6 terms)</i>						
Skills	<i>Admin 2, Drive (wheeled) 2, Jack of all Trades, Steward, Streetwise, Trade (dockhand)</i>						
Equipment	<i>Comm (TL 8), Work Clothes</i>						
Character	<i>Melisae is a conundrum to most of her fellow collective leaders. As the leader of the labourers party she is charged with the duty of seeing that their needs are met, something she takes very seriously. What makes her seem strange is her insistence on wearing work clothes to government meetings. She does so specifically so workers can never be ignored.</i> Subtitle(s) Union Advocate						

Name	<i>Newton Altana</i>	STR 5	DEX 6	END 6	INT 10	EDU 8	SOC 8
Age	38 Career(s) <i>Citizen (Corporate, 5 terms)</i>						
Skills	<i>Admin, Advocate, Broker 2, Leadership</i>						
Equipment	<i>Commdot, Fine Clothes, Hand Computer, Corporate Ally</i>						
Character	<i>As the previous government's financial advisor, Newton was an automatic pick for the fiscal administrator to the collective. He knows the world's economy better than anyone else and he had valuable contacts off world to help keep the collective's finances in the black. He has a good reason for doing so anyway, since he has been embezzling for years.</i> Subtitle(s) Corrupt Director						

Name	<i>Rijrak</i>	STR 6	DEX 7	END 6	INT 7	EDU 8	SOC 9
Age	30 Career(s) <i>Nobility (Diplomat, 3 terms)</i>						
Skills	<i>Advocate, Deception, Diplomat 2, Steward</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>Rijrak is an outsider to the collective government, an advisor sent to aid the world in dealing with its neighbours. He has actually come to enjoy the company of the people of this planet and the government officials he works with aside from Kolin. He finds Kolin very brash and rude but he still appreciates the role the man plays in governance.</i> Subtitle(s) Offworld Advisor						

COMMONWEALTH

Name	<i>Antoine Powers</i>	STR 6	DEX 5	END 6	INT 7	EDU 8	SOC 8
Age	50 Career(s) <i>Citizen (Corporate, 8 terms)</i>						
Skills	<i>Admin, Advocate, Broker 3, Carouse, Diplomat, Leadership 3</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>Antoine is one in a million, an able businessman who did not turn his talents to self-enrichment at the expense of a national government about to go bankrupt. Instead he worked with several others to get the country solvent again and then pieced together a commonwealth of nations to protect his government while it recovered financially.</i>						
							Subtitle(s) Financial Saviour

Name	<i>Beatrice Gallon</i>	STR 6	DEX 6	END 6	INT 5	EDU 6	SOC 6
Age	26 Career(s) <i>Citizen (Worker)</i>						
Skills	<i>Drive (wheeled), Steward, Trade (cobbler)</i>						
Equipment	<i>Comm (TL 10), Work Clothes</i>						
Character	<i>Beatrice is an angry woman and she has a right to be. Since the world government changed to a commonwealth she has been paying taxes to countries she has never heard of and who do not seem to offer anything in return for them. While she may have a simplistic viewpoint, her ire is contagious, spreading to a growing number of citizens every day.</i>						
							Subtitle(s) Angry Citizen

Name	<i>Diitasha Orvan</i>	STR 4	DEX 8	END 6	INT 8	EDU 9	SOC 8
Age	22 Career(s) <i>Citizen (Worker)</i>						
Skills	<i>Drive (wheeled), Life Science (Biology), Medic</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>Diitasha is a doctor trainee on a commonwealth world with a very regimented study program and a stratified series of employment options for when he leaves schooling. Because he could be assigned to any of the participating nations, he is looking forward to travelling and serving somewhere new, likely as the only doctor for kilometres.</i>						
							Subtitle(s) Doctor-to-Be

Name	<i>Neal Waters-Wilde</i>	STR 6	DEX 6	END 5	INT 7	EDU 7	SOC 12
Age	54 Career(s) <i>Nobility (Administrator, 9 terms)</i>						
Skills	<i>Admin, Advocate 2, Broker, Leadership 2, Melee (blade), Persuade</i>						
Equipment	<i>Comm (TL 10), Fine Clothes</i>						
Character	<i>On those rare occasions when the commonwealth of his world has to meet, Neal is his nation's first choice as a delegate. Charismatic enough to carry a point and intelligent enough to do so articulately, Neal is a born administrator who is incredibly being placed in the mould of a diplomat. None of that disturbs him; he has come to enjoy the authority.</i>						
							Subtitle(s) Capable Diplomat

Name	<i>Refugio Stephens</i>	STR 5	DEX 7	END 8	INT 8	EDU 6	SOC 8
Age	42 Career(s) <i>Merchant (Broker), Citizen (Corporate, 5 terms)</i>						
Skills	<i>Admin 2, Advocate, Broker 2, Streetwise</i>						
Equipment	<i>Comm (TL 10)</i>						
Character	<i>A businessman to the very last, his administrated colonies only joined the commonwealth after Refugio was promised some hefty trade concessions including tax amnesty for the first decade. Needless to say this did not please other nations in the union but there was little to be done about it as Refugio's colonies also control the planet's one star port.</i>						
							Subtitle(s) Business Savvy

GOVERNMENT

Name	<i>Vurkja Amanjuur</i>	STR 5	DEX 6	END 6	INT 7	EDU 8	SOC 7
Age 26	Career(s) <i>Merchant (Free Trader, 2 terms)</i>						
Skills	<i>Broker, Comms, Pilot (spacecraft), Steward</i>						
Equipment	<i>Cloth Armour (5), Commdot, Corporate contact</i>						
Character	<i>Of the several planets that Vurkja visits on her trade route, it is the commonwealth one that annoys her the most. While not as heavily taxed as some of the others the trade policies from so many nations all competing at the same time are hard to remember. She has never left that planet without having to pay some sort of unexpected fee or fine.</i>						
	Subtitle(s) Annoyed Merchant						

CORPORATE

Name	<i>Bethold Colanar</i>	STR 5	DEX 6	END 6	INT 8	EDU 7	SOC 8
Age 30	Career(s) <i>Citizen (Corporate, 3 terms)</i>						
Skills	<i>Admin, Advocate, Broker, Flyer (grav)</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>Bethold is a corporate climber on a world where executive power really means executive power. When he was a child the government collapsed and was taken over by business cartels. Now corporations run his world and he has a chance to be one of the people who calls the shots one day in the near future. Nothing is going to get in the way of that goal. Nothing.</i>						
	Subtitle(s) Ambitious Executive						

Name	<i>Carlos Houston</i>	STR 6	DEX 7	END 6	INT 7	EDU 9	SOC 8
Age 34	Career(s) <i>Citizen (Corporate, 4 terms)</i>						
Skills	<i>Admin 2, Advocate, Diplomat, Streetwise 3</i>						
Equipment	<i>Comm (TL 10), Computer (TL 11)</i>						
Character	<i>The world of corporate government has need of many agents and aides, especially those that can bring social savvy to the citizens it governs. That is Carlos' role. He acts as a go-between taking citizen opinions and complaints to his superiors and relaying their decisions in a way that can be easily understood and hopefully does not cause rioting.</i>						
	Subtitle(s) Public Advocate						

Name	<i>Evangalie Yale</i>	STR 5	DEX 6	END 6	INT 7	EDU 8	SOC 9
Age 46	Career(s) <i>Merchant (Free Trader, 4 terms), Citizen (Corporate, 3 terms)</i>						
Skills	<i>Admin 2, Broker, Computers 2, Jack of all Trades, Mechanic, Persuade 2, Pilot 2</i>						
Equipment	<i>Commdot, Hand Computer, Stunner</i>						
Character	<i>Evangalie was a trader on the open star lanes until she reached this world and got her ship impounded and her cargo seized. During the long legal battle to reclaim her goods she became entangled in corporate politics and found herself in a position, behind the scenes, to change things. Now she is part of the government, working to make the changes she desires.</i>						
	Subtitle(s) Political Ex-Trader						

Name	<i>Norsten Diphler</i>	STR 6	DEX 6	END 6	INT 7	EDU 8	SOC 8
Age 26	Career(s) <i>Citizen (Corporate, 2 terms)</i>						
Skills	<i>Admin, Advocate, Diplomat, Leadership</i>						
Equipment	<i>Comm (TL 10)</i>						
Character	<i>Corporate leadership in the real world is a lot different from what Norsten was taught in the academy. He is still going through his culture shock at actually being in the heart of his government but he has already made an impact with the people around him. Though he does not see it yet, those in upper management have already targeted him as a future leader.</i>						
	Subtitle(s) Potential Executive						

GOVERNMENT

Name	<i>Tommie Bergstrom</i>	STR 7	DEX 6	END 7	INT 8	EDU 8	SOC 7
Age	26	Career(s) <i>Agent (Corporate, 2 terms)</i>					
Skills	<i>Advocate, Deception, Gun Combat (slug pistol), Investigate</i>						
Equipment	<i>Body Pistol, Cloth Armour (3), Commdot</i>						
Character	<i>Tommie was pulled from his last assignment to come to this world and infiltrate the company cartel running the government. His mission is a fairly straight forward one; he is to identify the people in power, learn what he can about them, destabilise their business alliances and be ready when the strike team is called to take them out.</i>						
							Subtitle(s) Hostile Takeover

Name	<i>Urgag Diishak</i>	STR 6	DEX 8	END 5	INT 7	EDU 8	SOC 6
Age	30	Career(s) <i>Citizen (Corporate, 3 terms)</i>					
Skills	<i>Admin, Broker, Diplomat, Leadership, Persuade</i>						
Equipment	<i>Commdot, Fine Clothes</i>						
Character	<i>After a major political upheaval all but broke the government of his world, Urgag was dispatched to an allied planet with a strong corporate leadership to learn how they manage to keep control of a planetary population and remain effective. He has been learning a great deal and soon he will be ready to return home and put that knowledge to work.</i>						
							Subtitle(s) Political Envoy

DEMOCRACY

Name	<i>Antony Madden</i>	STR 6	DEX 6	END 7	INT 7	EDU 10	SOC 8
Age	34	Career(s) <i>Citizen (Corporate, 4 terms)</i>					
Skills	<i>Admin, Advocate, Broker, Leadership 2</i>						
Equipment	<i>Commdot</i>						
Character	<i>Antony has been an aide to two presidents now, having started the job as an intern in the academy. He knows the job inside and out, having already learned when to be on hand and when to make himself absent. The job is an exciting one at times and very boring at others but he loves it. One day he intends to be the one calling for help, not the one giving it.</i>						
							Subtitle(s) Driven Aide

Name	<i>Earle Wim Vasquez</i>	STR 7	DEX 5	END 5	INT 8	EDU 8	SOC 9
Age	42	Career(s) <i>Citizen (Corporate, 6 terms)</i>					
Skills	<i>Admin 2, Advocate, Broker 2, Diplomat, Leadership, Persuade</i>						
Equipment	<i>Comm (TL 10), Corporate Ally, 2 Corporate contacts</i>						
Character	<i>Earle Vasquez represents a very affluent district with very little competition for his seat in the legislature. That is just the way he likes things, safe and rich. He does his duty and has done so for years, spouting the party line when votes are called for and raking in credits from special interests for doing so. He is a prime example of a 'landed' politician.</i>						
							Subtitle(s) Political Fixture

Name	<i>Elada Shu</i>	STR 5	DEX 6	END 6	INT 8	EDU 8	SOC 8
Age	30	Career(s) <i>Citizen (Corporate, 2 terms)</i>					
Skills	<i>Admin, Advocate, Broker, Leadership, Trade (secretarial)</i>						
Equipment	<i>Commdot, Computer (TL 10)</i>						
Character	<i>Elada has access to political figures that never give interviews and knows secret dealings in places of power that never get revealed to the public at large. She is well aware of her special standing and takes pride in it, working every day to ingratiate herself deeper into the inner circles of government. Just what she might do once she is 'in' is anyone's guess, even hers.</i>						
							Subtitle(s) Wily Secretary

GOVERNMENT

Name	<i>Hoyt Hodge</i>	STR 6	DEX 6	END 7	INT 8	EDU 8	SOC 6
Age	30	Career(s) <i>Merchant (Broker, 3 terms)</i>					
Skills	<i>Admin, Advocate 2, Broker, Persuade 2</i>						
Equipment	<i>Commdot, Political Ally</i>						
Character	<i>Hoyt has a good job and enjoys doing it. His work as a lobbyist for several business associates keeps him in the heart of politics and pays for expensive meals and costly favours on a constant basis. All he has to do is deliver votes on key issues on time, something he specialises in doing on command. There are few politicians he cannot influence.</i>						
							Subtitle(s) Skilled Lobbyist

Name	<i>Lamont De Laroue</i>	STR 7	DEX 7	END 8	INT 7	EDU 8	SOC 9
Age	34	Career(s) <i>Citizen (Corporate, 4 terms)</i>					
Skills	<i>Admin 2, Advocate, Broker, Leadership, Persuade, Streetwise</i>						
Equipment	<i>Commdot, Computer (TL 10), 1 Corporate contact</i>						
Character	<i>Lamont came into his government hoping to change the status quo, seeing too many examples of wasteful spending and corrupt behaviour. What he got when he arrived was a sobering experience in the way things actually work in a democracy. While he still wants to make things better, he has accepted that compromise may be the only way to do that.</i>						
							Subtitle(s) Former Idealist

Name	<i>Seymour Hartman</i>	STR 5	DEX 6	END 8	INT 9	EDU 8	SOC 14
Age	34	Career(s) <i>Nobility (Administrator, 4 terms)</i>					
Skills	<i>Admin 2, Advocate 2, Diplomat, Leadership, Persuade</i>						
Equipment	<i>Comm (TL 10), Corporate Ally, 3 Political contacts</i>						
Character	<i>Seymour is a member of the Hartman family, a bloodline that has been in politics for so long that his senate position is practically a hereditary title now. The public is fascinated with his life story and the media can never go long without reporting on something he or some other member of his family has done. Consequently he wields a lot of public power.</i>						
							Subtitle(s) Political Nobility

DESPOTISM

Name	<i>Fredric Tate</i>	STR 6	DEX 6	END 7	INT 7	EDU 7	SOC 6
Age	42	Career(s) <i>Citizen (Corporate, 6 terms)</i>					
Skills	<i>Admin 2, Advocate, Broker, Gun Combat (slug pistol), Leadership 2</i>						
Equipment	<i>Autopistol, Cloth Armour (3), Commdot</i>						
Character	<i>Fredric is the beneficiary of a happy coincidence of a military coup where the General intending to take over died in the attempt. While the military succeeded they found themselves without a figurehead. That was where he stepped in, offering his face and political clout to legitimise their actions. Now he is the despot, supported by a restless military.</i>						
							Subtitle(s) Opportunistic Despot

Name	<i>Garold Auslander</i>	STR 7	DEX 5	END 6	INT 8	EDU 10	SOC 7
Age	26	Career(s) <i>Agent (Corporate)</i>					
Skills	<i>Admin, Gun Combat, Investigate, Stealth, Streetwise</i>						
Equipment	<i>Autopistol, Cloth Armour (5), Comm (TL 10)</i>						
Character	<i>Every despot needs a right hand man, a person they can count on to do what he needs done without asking questions. That is Garold's speciality, not asking questions. He does what he is asked and does it well, working for whoever is in power and doing so loyally. In return he is paid well and does not worry about becoming something that has to be 'done'.</i>						
							Subtitle(s) Willing Agent

Name	<i>Luke Perlmann</i>	STR 6	DEX 7	END 9	INT 6	EDU 8	SOC 7
Age	34 Career(s) <i>Army (Support, 3 terms), Citizen (Corporate)</i>						
Skills	<i>Admin, Leadership, Tactics</i>						
Equipment	<i>Autopistol, Commdot</i>						
Character	<i>When Luke Perlmann participated in the invasion on his own capital he had no idea what was happening. He only knew that he had been ordered to support his division and provide covering fire for the attack. When the smoke cleared his General was dead and a ceasefire had been negotiated with the other side. Now he is the Chief Liaison for the military.</i>						
	Subtitle(s) Confused Officer						

Name	<i>Kaage Dhurgge</i>	STR 7	DEX 7	END 8	INT 7	EDU 7	SOC 5
Age	26 Career(s) <i>Citizen (Corporate)</i>						
Skills	<i>Admin, Advocate, Steward</i>						
Equipment	<i>Commdot, Hand Computer, 2 Civilian contacts</i>						
Character	<i>In a despotic state there is little the leadership can do in the public world. A certain amount of unrest is to be expected, especially when the government has only just seized power. This is where Kaage comes in, a disciplined assistant with proven loyalty and the civilian contacts to get whatever his superiors need without raising suspicions or ire.</i>						
	Subtitle(s) Invisible Aide						

Name	<i>Lina Mae Garrett</i>	STR 5	DEX 6	END 7	INT 6	EDU 7	SOC 8
Age	26 Career(s) <i>Merchant (Free Trader, 2 terms)</i>						
Skills	<i>Admin, Broker, Persuade, Pilot (spacecraft)</i>						
Equipment	<i>Commdot, Flak Jacket, Shotgun</i>						
Character	<i>Lina has no real desire to be anywhere near this planet but that is the story of her life as a merchant. Every time she sets down on a new world, there is new drama to be had. This time she is embroiled in a trade dispute between the locals she came to barter with and the newly formed despotic government. She may have to cut her losses and just run.</i>						
	Subtitle(s) Reluctant Trader						

Name	<i>Ward Tholden</i>	STR 6	DEX 5	END 6	INT 7	EDU 8	SOC 6
Age	54 Career(s) <i>Citizen (Corporate, 8 terms), Driver (Wanderer)</i>						
Skills	<i>Admin 2, Advocate, Deception 3, Leadership 2, Stealth</i>						
Equipment	<i>Comm (TL 8), Knife</i>						
Character	<i>Ward is the last surviving member of his old government that has not already signed on with the new regime. He remembers things the way they were, before the military stormed the capitol and the beams started firing. Now he is just trying to survive and avoid patrols. He keeps hearing a hidden resistance but rebellion is a younger man's game.</i>						
	Subtitle(s) Weary Survivor						

DICTATORSHIP

Name	<i>Algustus Verrhoff</i>	STR 7	DEX 6	END 8	INT 8	EDU 8	SOC 13
Age	42 Career(s) <i>Citizen (Worker, 4 terms), Nobility (Administrator, 2 terms)</i>						
Skills	<i>Admin, Advocate, Leadership, Persuade, Trade (machinist) 2</i>						
Equipment	<i>Commdot, Criminal contact, Hand Computer</i>						
Character	<i>Algustus has not been a noble long and he certainly was not born into privilege. He had to work for everything he has accomplished. Pulling himself up out of the rank and file, he latched on to his countrymen's cries for new leadership and focused their anger on the government. Now, after a bloody revolt, he is the de facto leader and he has embraced the role.</i>						
	Subtitle(s) Eager Dictator						

Name	<i>Buraa Hiimlaash</i>	STR 8	DEX 8	END 7	INT 9	EDU 7	SOC 5
Age 30	Career(s) <i>Citizen (Corporate)</i>						
Skills	<i>Admin, Advocate, Broker 2, Persuade</i>						
Equipment	<i>Commdot</i>						
Character	<i>Buraa is the power behind the throne, the wife of a lifelong dictator. Her position gives her the ability to whisper in his ear and change policies at will. It is a heady sort of power and it is one she is only just now starting to wield intentionally. Her heart is in the right place, trying to make things better for people that have grown tired and crushed under the regime.</i>						
	Subtitle(s) Subtle Spouse						

Name	<i>Galvan Trennor</i>	STR 6	DEX 5	END 7	INT 7	EDU 8	SOC 9
Age 30	Career(s) <i>Entertainer (Journalist, 3 terms)</i>						
Skills	<i>Admin, Art (writing) 2, Persuade, Steward, Streetwise</i>						
Equipment	<i>Comm (TL 8), Computer (TL 9)</i>						
Character	<i>Even dictators have to mollify their people once in a while as no one is immune to a coup if things turn too sour in the populace. Galvan is part of the solution to that problem, a speech writer for the regime. His services are used by every member of the government needing to speak in public and his work is becoming very popular and well known.</i>						
	Subtitle(s) Speech Writer						

Name	<i>Ingryd Hammerleigh</i>	STR 5	DEX 6	END 6	INT 7	EDU 8	SOC 6
Age 26	Career(s) <i>Citizen (Corporate, 2 terms)</i>						
Skills	<i>Admin, Advocate, Broker, Diplomat</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>Ingryd is responsible for the administration of an entire city, a rough task for someone so young but she handles it ably. While she hates the regime she serves she does it to protect 'her' people, shielding them from the worst abuses of power by lessening their impact on the city she governs. As long as taxes are paid on time, no one cares.</i>						
	Subtitle(s) Brave Admin						

Name	<i>Manheim Oran</i>	STR 7	DEX 5	END 5	INT 8	EDU 7	SOC 7
Age 50	Career(s) <i>Agent (Corporate, 8 terms)</i>						
Skills	<i>Admin 2, Broker 2, Gun Combat (slug pistol), Investigate 3, Streetwise 2</i>						
Equipment	<i>Commdot, Computer (TL 11), Data Display/Recorder, Snub Pistol</i>						
Character	<i>Manheim is one of the most despised men in the regime because of his job; he is the governments chief tax agent and authorised to do literally anything in the name of collecting taxes and settling unpaid debts. He goes about his work with great relish, revelling in the power and freedom that his work allows. The people fear him. He loves them for it.</i>						
	Subtitle(s) Evil Accountant						

Name	<i>Raymond Hoffman</i>	STR 6	DEX 6	END 5	INT 7	EDU 7	SOC 7
Age 22	Career(s) <i>Citizen (Corporate)</i>						
Skills	<i>Admin, Broker, Computers, Diplomat</i>						
Equipment	<i>Comm (TL 10), Computer (TL 12)</i>						
Character	<i>As a new member of the oversight board on the information control board, Raymond is learning quite a bit about how the powers that be on his world control the media and ensure that their message is the only one that gets heard. He is paying close attention too; the job of doing that will be his once he knows enough about manipulating the press.</i>						
	Subtitle(s) Subterfuge Student						

FASCISM

Name	<i>Barry Allright</i>	STR 7	DEX 5	END 6	INT 7	EDU 7	SOC 6
Age	34 Career(s) <i>Citizen (Corporate, 4 terms)</i>						
Skills	<i>Admin 2, Broker 2, Computers, Leadership</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>Barry is the latest in a long line of Allrights leading his nation in fascist dictatorship. Unlike many forms of this sort of government, his is relatively benign. He still advocates radical governmental control over business and social aspects of life but limits on personal freedoms are fairly lax, leading to a populace that more or less exists peacefully.</i>						
	Subtitle(s) Permissive Leader						

Name	<i>Diukga Giir</i>	STR 6	DEX 8	END 7	INT 6	EDU 8	SOC 6
Age	50 Career(s) <i>Citizen (Corporate, 8 terms)</i>						
Skills	<i>Admin, Broker 2, Computers, Leadership 3, Melee (bludgeon), Streetwise 2</i>						
Equipment	<i>Autopistol, Cloth Armour (3), Commdot</i>						
Character	<i>Diukga Giir is a newly empowered fascist, taking control of a planetary government after a horrible, costly war losing it both its leadership and most of its military in mutual annihilation. Though he comes from off world, he has been welcomed by the battered people here as a liberator. They are all in for a rude awakening when they see how he governs.</i>						
	Subtitle(s) New Dictator						

Name	<i>Gracelyn Kale</i>	STR 5	DEX 7	END 7	INT 9	EDU 8	SOC 8
Age	38 Career(s) <i>Army (Support, 4 years), Citizen (Corporate)</i>						
Skills	<i>Admin, Advocate, Comms, Deception, Medic, Persuade 1</i>						
Equipment	<i>Combat Armour (TL 11), Comm (TL 10), Hand Computer</i>						
Character	<i>A former military assault support coordinator with the largest army on her homeworld, Gracelyn has a long history with working with political leaders in joint attacks for the good of the regime. It did not surprise anyone when she was placed in a position of leadership by the current overlord, nor will it surprise anyone when she performs her duties well.</i>						
	Subtitle(s) Military Leader						

Name	<i>Harman Aldenahei</i>	STR 6	DEX 6	END 5	INT 7	EDU 7	SOC 7
Age	34 Career(s) <i>Citizen (Corporate, 4 terms)</i>						
Skills	<i>Admin, Advocate, Diplomat, Persuade 2</i>						
Equipment	<i>Commdot</i>						
Character	<i>Harman enjoys speaking with people and learning new viewpoints and ways of thinking. It is an unfortunate part of his job that so much of his time is spent trying to alter them to the accepted behaviour advocated by the current leaders of his world. While he is a skilled negotiator and the real brainwashing is done by someone else, he still detests it.</i>						
	Subtitle(s) Indoctrinator						

Name	<i>Sorthan Stonewall</i>	STR 8	DEX 7	END 7	INT 8	EDU 8	SOC 8
Age	30 Career(s) <i>Marines (Ground Assault, 3 terms)</i>						
Skills	<i>Admin, Gun Combat 2, Melee (unarmed), Recon, Tactics</i>						
Equipment	<i>Assault Rifle, Flak Jacket, Neural Comm</i>						
Character	<i>Every fascist needs a good fist to use when the hands of his administrators cannot get something done. Sorthan is an excellent fist, both willing and able to come down on problems like a hammer of the gods. He has access to the vast military arsenal of his superiors when he needs it but Sorthan honestly prefers to just do things the old fashioned way.</i>						
	Subtitle(s) Brutal Assistant						

Name	<i>Timor Gradnigol</i>	STR 5	DEX 6	END 5	INT 8	EDU 9	SOC 8
Age	34	Career(s) <i>Scholar (Scientist, 3 terms)</i>					
Skills	<i>Diplomat, Medic, Social Science (philosophy) 2, Social Science (psychology) 2</i>						
Equipment	<i>Comm (TL 10), Computer (TL 11)</i>						
Character	<i>Harman is not the one to do the brainwashing for the regime; Timor is. His knowledge of the human psyche and belief systems make him an expert on warping both. Between his own mental processes and the use of psychotropic drugs there are few who can resist having who they were wiped away in favour of who the leaders of this world want them to be.</i>						
							Subtitle(s) Brainwasher

FEDERAL

Name	<i>Anita Sanderson</i>	STR 5	DEX 6	END 6	INT 7	EDU 8	SOC 6
Age	22	Career(s) <i>Citizen (Corporate)</i>					
Skills	<i>Admin, Advocate, Leadership</i>						
Equipment	<i>Commdot</i>						
Character	<i>Though she works in the office that oversees relations and communication between state and federal level government, Anita is far more often running food errands, picking up cleaning and other assistant level work. Even though she is new, she is starting to feel very resentful of the way the office treats her. She came here to serve, not slave.</i>						
							Subtitle(s) Put Upon Trainee

Name	<i>Demall Shafer</i>	STR 6	DEX 7	END 5	INT 7	EDU 7	SOC 9
Age	26	Career(s) <i>Entertainer (Journalist, 2 terms)</i>					
Skills	<i>Advocate, Art (writing) 2, Computers, Trade (media)</i>						
Equipment	<i>Comm (TL 10), Computer (TL 10)</i>						
Character	<i>Demall works as a member of the federal media core serving alongside reporters and staffers constantly busy on projects of their own. His sole task is to take their output, rewrite it into single documents in an easier format to understand and then deliver it to his superiors. He has joked before about writing 'Politics for Idiots' but not very loudly.</i>						
							Subtitle(s) Summary Expert

Name	<i>Georgina Bell</i>	STR 6	DEX 6	END 7	INT 9	EDU 8	SOC 6
Age	34	Career(s) <i>Citizen (Corporate, 4 terms)</i>					
Skills	<i>Admin 3, Advocate, Broker, Diplomat, Leadership</i>						
Equipment	<i>Commdot</i>						
Character	<i>There is no little trick or technique for office work Georgina does not know. Constantly at her desk or in her legislator boss's office she never stops working. As efficient an administrator as anyone could hope to find, she is constantly fielding offers from impressed lobbyists and others. She turns them all down politely as she is right where she wants to be.</i>						
							Subtitle(s) Office Diva

Name	<i>Linsay Gaulter</i>	STR 7	DEX 6	END 7	INT 8	EDU 10	SOC 9
Age	30	Career(s) <i>Scholar (Field Researcher, 3 terms)</i>					
Skills	<i>Admin, Diplomat, Investigate, Life Science (biology) 2</i>						
Equipment	<i>Comm (TL 8), Field gear, Nice Clothes</i>						
Character	<i>In the world of government mandated research, work is paid for through grants that fund scientists doing their jobs. At least that is how it is supposed to work. Lindsay comes from a research site that keeps getting denied their funding because their grant keeps getting shuffled to different levels of the government. Without those funds, her work ends.</i>						
							Subtitle(s) Angry Biologist

Name	<i>Sidfree Dodsen</i>	STR 4	DEX 5	END 5	INT 9	EDU 8	SOC 8
Age	66	Career(s) <i>Citizen (Corporate, 12 terms)</i>					
Skills	<i>Admin 3, Advocate, Broker 2, Diplomat 3, Leadership 2, Streetwise 2</i>						
Equipment	<i>Commdot, Computer (TL 12)</i>						
Character	<i>Sidfree is a rare breed, a long-time federal politician who pays attention to every level of his constituency. Everyone he represents knows that while he may not take their side he stands ready to hear their needs and act upon them. He is very popular with his electorate and has never had to worry about being voted out. This also helps him do his job.</i>						
							Subtitle(s) Popular Bureaucrat

Name	<i>Zukhur Algoii</i>	STR 6	DEX 6	END 5	INT 7	EDU 8	SOC 6
Age	38	Career(s) <i>Citizen (Worker, 5 terms)</i>					
Skills	<i>Diplomat, Drive, Mechanic, Trade (teamster) 2</i>						
Equipment	<i>Comm (TL 8), Work Clothes</i>						
Character	<i>Zukhur never had any interest in politics until the day the federal government took trade and wage control out of the state level. Then he got involved, organising his fellows into a union and demanding that authority be given back to the only people close enough to the work force to make good decisions about them. Now he finds he likes politics.</i>						
							Subtitle(s) Would-Be Politician

FEUDALISM

Name	<i>Beau Dion Moran</i>	STR 6	DEX 7	END 6	INT 7	EDU 7	SOC 8
Age	26	Career(s) <i>Nobility (Administrator, 2 terms)</i>					
Skills	<i>Admin 2, Broker, Diplomat</i>						
Equipment	<i>Commdot</i>						
Character	<i>As a land owner, Beau is in a good position in his feudal society. His ownership is at the largess of the local lord, of course, but he pays his taxes and his lands are bountiful. One of his sons serves in the military and his entire house is prepared to act at the crown's service should the need ever arrive. He just hopes it never comes to that.</i>						
							Subtitle(s) Land Holder

Name	<i>Javier Thomasson</i>	STR 4	DEX 6	END 6	INT 8	EDU 6	SOC 8
Age	22	Career(s) <i>Nobility (Diplomat)</i>					
Skills	<i>Advocate, Diplomat, Persuade</i>						
Equipment	<i>Cloth Armour, Comm (TL 10)</i>						
Character	<i>Javier is newly brought into the service of the court and has no idea what part of the kingdom to which he will be assigned. He is secretly hoping for a southern posting because it will put him closer to the lands of the girl he hopes to be betrothed to soon. Service as a lord's man helps his chances greatly, a fact that was not lost on him when he petitioned.</i>						
							Subtitle(s) Hopeful Romantic

Name	<i>Josiah Norris</i>	STR 7	DEX 6	END 9	INT 6	EDU 5	SOC 5
Age	30	Career(s) <i>Citizen (Worker, 3 terms)</i>					
Skills	<i>Steward, Survival 2, Trade (farming) 2</i>						
Equipment	<i>Comm (TL 10), Work Clothes</i>						
Character	<i>Josiah is not one to shy away from hard work, especially when what he does is for a good lord and fair rule. Unfortunately neither of those apply to the lands his family have tilled for generations. A farmer by trade, he has become used to privation as taxes have mounted and the laws become harsher. Something has to give. It will not be him.</i>						
							Subtitle(s) Victim of the System

GOVERNMENT

Name	<i>Kiir Ulunai</i>	STR 5	DEX 6	END 7	INT 7	EDU 7	SOC 8
Age	26	Career(s) <i>Citizen (Corporate, 2 terms)</i>					
Skills	<i>Admin, Broker 2, Leadership, Persuade</i>						
Equipment	<i>Commdot</i>						
Character	<i>The merchant class on his homeworld is rigidly tied to his caste, a high birth but not high enough for his liking. Kiir can see the glass ceiling and he yearns for the day he can break it. The higher castes have become wasteful and arrogant, using their positions and wealth to bankrupt the planet. The merchants have a better way. It is time to pursue it.</i>						
	Subtitle(s) Merchant Rebel						

Name	<i>Nicolas Deraux</i>	STR 6	DEX 7	END 8	INT 6	EDU 8	SOC 13
Age	34	Career(s) <i>Nobility (Administrator, 4 terms)</i>					
Skills	<i>Admin 2, Advocate, Broker, Diplomat 2, Leadership</i>						
Equipment	<i>Comm (TL 8), Fine Clothes</i>						
Character	<i>Nicolas is a fair lord, overseeing a huge domain for the crown and keeping it quite prosperous. The locals he commands have never risen in revolt or tried to undercut his taxes and other nobles have asked for his secrets. There really is no secret in his eyes; he just treats his subjects as people and the rest seems to fall into place. Nothing could be easier.</i>						
	Subtitle(s) Kindly Lord						

Name	<i>Samarah Jhayne</i>	STR 5	DEX 7	END 6	INT 7	EDU 9	SOC 12
Age	26	Career(s) <i>Nobility (Dilettante, 2 terms)</i>					
Skills	<i>Advocate, Carouse, Gambler, Persuade</i>						
Equipment	<i>Comm (TL 10)</i>						
Character	<i>The world is a wide open place for a young noble with lots of money and free time. As Samarah has both, she can do as she pleases and as she pleases involves parties and gambling halls. It is not easy maintaining such a busy schedule of leisure but as a Lord's daughter she considers it her noblesse oblige to try. So far she has managed to sloth quite well.</i>						
	Subtitle(s) Lady Wastrel						

GERONTOCRACY

Name	<i>Cornell Alford</i>	STR 5	DEX 6	END 5	INT 8	EDU 7	SOC 8
Age	54	Career(s) <i>Noble (Administrator, 9 terms)</i>					
Skills	<i>Admin 3, Advocate 2, Broker 2, Leadership 3</i>						
Equipment	<i>Comm (TL 10), Computer (TL 12)</i>						
Character	<i>Cornell is one of the elders on the High Council, the leadership of his entire world. He never really wanted the post but his world is governed by gerontocracy so the oldest have the political power. He does what he can with it, trying to keep the slightly younger elders in line and bowing to the wishes of those much older than he. That is the only way to get by.</i>						
	Subtitle(s) Submissive Elder						

Name	<i>Davlin Havnell</i>	STR 4	DEX 7	END 6	INT 8	EDU 9	SOC 8
Age	50	Career(s) <i>Citizen (Corporate, 8 terms)</i>					
Skills	<i>Admin 2, Advocate 2, Broker 2, Diplomat 2, Leadership 2</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>In an elder society, power goes to the best educated and the most wealthy. Davlin has worked hard his whole life to be both and now that he has retired from his own business he is ready to take up the mantle of a council elder. He is a business genius and he brings a lot to the government, a fact he is none too subtle about reminding them when he needs to.</i>						
	Subtitle(s) Affluent Councilman						

Name	<i>Eliizha Kulnaast</i>	STR 6	DEX 7	END 7	INT 6	EDU 8	SOC 6
Age	30 Career(s) <i>Citizen (Worker, 3 terms)</i>						
Skills	<i>Medic 2, Steward 2, Trade (caretaker)</i>						
Equipment	<i>Commdot, Medikit, Tool Kit (caretaker)</i>						
Character	<i>Eliizha has the perfect job for a gerontocratic world; she specialises in taking care of the elderly. Her gentle touch and skill with basic medicine and physical therapy puts her in much demand and she never lacks for work. While she would like to someday open up her own practice, there is understandably stiff competition in the field and few opportunities.</i>						
	Subtitle(s) Elder's Nurse						

Name	<i>Geffren Patel</i>	STR 5	DEX 4	END 5	INT 7	EDU 8	SOC 9
Age	62 Career(s) <i>Citizen (Worker, 4 terms), Merchant (Free Trader 7 terms)</i>						
Skills	<i>Astrogation, Broker 2, Computers, Drive, Persuade 2, Pilot (spacecraft) 2, Vacc Suit</i>						
Equipment	<i>Comm (TL 10)</i>						
Character	<i>Geffren has led an interesting life and has hundreds of stories to tell, often launching into one at inopportune moments such as with mixed company or in the middle of a council vote. His stories are fascinating but they do tend to ramble. For those with the patience to listen there is almost always something to be learned from them. Few have, however.</i>						
	Subtitle(s) Past the Glory Days						

Name	<i>Nalian Richardsly</i>	STR 6	DEX 5	END 5	INT 7	EDU 7	SOC 8
Age	34 Career(s) <i>Scientist (Physician, 4 terms)</i>						
Skills	<i>Medic 2, Life Science (genetics) 2, Persuade, Physical Science (chemistry)</i>						
Equipment	<i>Comm (TL 10), Hand Computer</i>						
Character	<i>Nalian is in an interesting position. He is a freelance doctor specialising in anagathics, drugs that reduce and negate aging. With these chemicals being disapproved of in most of the current Imperium, he has to be careful where he offers his services. Right now he is courting the council of an elder-run world. If they bite, he is rich. If not, he has to move on.</i>						
	Subtitle(s) Cautious Doctor						

Name	<i>Solly Gearheart</i>	STR 3	DEX 4	END 3	INT 8	EDU 6	SOC 14
Age	74 Career(s) <i>Noble (Administrator, 14 terms)</i>						
Skills	<i>Admin 3, Advocate 2, Broker 2, Deception, Diplomat, Leadership 2, Melee, Persuade</i>						
Equipment	<i>Commdot, Medical Equipment</i>						
Character	<i>The years have not been kind to Solly, one of the leaders of his government of elders. He is not likely to make it much longer, a fact that several of his colleagues look forward to with barely hidden relish. He is not a popular man either in the council or with the populace but he keeps holding on to life. The common opinion is that he is just too mean to die.</i>						
	Subtitle(s) Grouchy Hard Liner						

MATRIARCHY

Name	<i>Antionette Cooke</i>	STR 5	DEX 6	END 6	INT 8	EDU 7	SOC 8
Age	30 Career(s) <i>Citizen (Corporate, 3 terms)</i>						
Skills	<i>Admin, Advocate, Broker 2, Diplomat, Leadership</i>						
Equipment	<i>Commdot, Fine Clothes</i>						
Character	<i>Antionette took her seat in the legislature the old fashioned way; her mother bequeathed it to her when she stepped down. Since taking over the government, the women's council has made sweeping changes to world culture. Not all of them have been well received but since the Mothers' Union stopped the war, no one has been in any position to argue.</i>						
	Subtitle(s) Hereditary Leader						

Name	<i>Ienes Lilia Kempp</i>	STR 6	DEX 6	END 5	INT 7	EDU 8	SOC 10
Age	34	Career(s) <i>Nobility (Administrator, 4 terms)</i>					
Skills	<i>Admin, Advocate 2, Broker, Leadership, Persuade</i>						
Equipment	<i>Comm (TL 10), Hand Computer</i>						
Character	<i>While life has always been determined by a 'fair and balanced democracy' on Ienes' homeworld, she has noticed how poorly men seem to be represented in the government. As part of the Kempps, a long-severing line of politicians, her election was all but assured. Now that she is in, she intends to lobby for male rights. This may not be well received.</i>						
		Subtitle(s) Men's Rights Advocate					

Name	<i>Hollie Pratt</i>	STR 5	DEX 6	END 7	INT 6	EDU 7	SOC 7
Age	26	Career(s) <i>Citizen (Corporate, 2 terms)</i>					
Skills	<i>Advocate, Broker, Computers 2, Diplomat</i>						
Equipment	<i>Commdot, Computer (TL 11)</i>						
Character	<i>Hollie serves in the file room of her government's bureaucratic house, a huge series of computers and hard copies intended as a record storehouse of all the important documents of the current and past administrations. It is an honour to have been given the job, especially since there were a few better qualified men for the position. This does not bother her.</i>						
		Subtitle(s) Female Hire					

Name	<i>Lawrence Talon</i>	STR 6	DEX 7	END 8	INT 7	EDU 7	SOC 6
Age	34	Career(s) <i>Citizen (Corporate, 2 terms), Entertainer (Journalist, 2 terms)</i>					
Skills	<i>Advocate, Art (writing) 2, Diplomat, Persuade, Trade (holography)</i>						
Equipment	<i>Comm (TL 10), Computer (TL 10), Tool Kit (holography)</i>						
Character	<i>Lawrence has seen too much discrimination and been on the receiving end of too much ill treatment because of his gender to take it quietly any more. After a sexual discrimination suit he filed was dismissed in court by a female judge he took to the networks and became a male rights icon. Now he posts holo-diatribes on gender bias and equal rights.</i>						
		Subtitle(s) Rights Fighter					

Name	<i>Sylvia Schmidt</i>	STR 6	DEX 6	END 7	INT 7	EDU 8	SOC 5
Age	30	Career(s) <i>Army (Cavalry, 3 terms)</i>					
Skills	<i>Athletics, Drive 2, Gun Combat (slug rifle), Heavy Weapons (autocannon), Leadership</i>						
Equipment	<i>Flak Jacket, Neural Comm, Rifle, Uniform</i>						
Character	<i>Sylvia has served in her nation's military with pride for several years, working her way to an officer's rank despite her family and her own troubled past. Now that the army is starting to let men serve she is a little uneasy. How are they expected to understand the technical nature of modern warfare? And just where are they supposed to shower and sleep?</i>						
		Subtitle(s) Uneasy Soldier					

Name	<i>Uliala Mudraak</i>	STR 5	DEX 4	END 6	INT 7	EDU 8	SOC 9
Age	42	Career(s) <i>Citizen (Corporate, 6 terms)</i>					
Skills	<i>Advocate 2, Broker, Computers 2, Diplomat, Persuade, Trade (evangelism)</i>						
Equipment	<i>Commdot, Holy Text</i>						
Character	<i>When it comes to governing, all Uliala needs to know is what she has learned from her faith. All knowing and all powerful, the Goddess she follows has a plan for all, men and women alike. While she knows she has to keep her religious rhetoric to a minimum in the senate, many colleagues practise her faith. That will make their true goals much easier.</i>						
		Subtitle(s) Evangelist Leader					

MERITOCRACY

Name	<i>Bernard Wayne Caradine</i>	STR 6	DEX 7	END 7	INT 8	EDU 10	SOC 7
Age	30 Career(s) <i>Citizen (Corporate, 2 terms)</i>						
Skills	<i>Admin 2, Advocate, Leadership</i>						
Equipment	<i>Commdot, Fine Clothes</i>						
Character	<i>Bernard pulled ahead of the pack early during his internship and quickly rose to the top of his department. Initiative and talent like his does not go unnoticed long and he has already been tagged for special notice by his government. If he continues to perform well he can expect a call in a few years to come join the legislature as a fellow meritocrat.</i>						
	Subtitle(s) Up and Comer						

Name	<i>Ciilka Ornat</i>	STR 6	DEX 6	END 5	INT 8	EDU 9	SOC 9
Age	30 Career(s) <i>Citizen (Worker, 3 terms)</i>						
Skills	<i>Drive (wheeled), Engineer (mechanical), Mechanic, Trade (automotive) 2</i>						
Equipment	<i>Commdot, Tool Kit (mechanical)</i>						
Character	<i>Ciilka works very hard and has little to show for it because of the way her union is set up and her job is structured. In her meritocracy government, those at the top of each field get all the rewards. This is supposed to provide an incentive to strive for excellence but for millions like her it just makes those who cannot excel despondent and work suffers.</i>						
	Subtitle(s) Lost Worker						

Name	<i>Francis Rutledge</i>	STR 6	DEX 5	END 5	INT 10	EDU 9	SOC 9
Age	30 Career(s) <i>Entertainer (Journalist, 3 terms)</i>						
Skills	<i>Advocate, Art (holography), Art (writing), Persuade 2</i>						
Equipment	<i>Comm (TL 10)</i>						
Character	<i>Francis is a prime example of cream rising to the top. In less time than most of his peers, he has become an anchor for a major planetary network and gained the respect of his viewers to the point where his political opinions are even shared by them. This is why he has been pulled in as the Assistant Head of Media Affairs, a job that he has always wanted.</i>						
	Subtitle(s) Rising Media Star						

Name	<i>Jeremy Logan</i>	STR 7	DEX 7	END 8	INT 6	EDU 6	SOC 7
Age	26 Career(s) <i>Merchant (Broker, 2 terms)</i>						
Skills	<i>Advocate, Broker 2, Persuade</i>						
Equipment	<i>Comm (TL 10), Trade Goods</i>						
Character	<i>In a way, Jeremy is a very lucky man in the business circles of his world. When his employer was elevated to the position of Head of Mercantile Affairs, he was given the opportunity to step directly into management of the brokerage and trading firm. This is a move that would have been years off. The pressure to do well is high but so are the rewards.</i>						
	Subtitle(s) Eager Merchant						

Name	<i>Josue Bender</i>	STR 5	DEX 6	END 6	INT 11	EDU 14	SOC 8
Age	46 Career(s) <i>Scholar (Scientist, 7 terms)</i>						
Skills	<i>Admin 2, Diplomat 2, Investigate, Physical Science (physics) 4</i>						
Equipment	<i>Hand Computer, Neural Comm</i>						
Character	<i>As the leader of the scientific community in his nation, it falls to Josue to represent them to the government. This is a role he is well suited to personally but not one that he is getting much support in performing. Several of his 'constituency' feel they should have had the position and do not recognise his authority. He has to decide how to handle them now.</i>						
	Subtitle(s) Reluctant Autocrat						

GOVERNMENT

Name	Ryan Raye Coldridge	STR 7	DEX 5	END 6	INT 8	EDU 8	SOC 3
Age	30	Career(s) <i>Rogue (Thief, 3 terms)</i>					
Skills	<i>Admin, Deception 2, Gun Combat (slug pistol), Streetwise 2</i>						
Equipment	<i>Comm (TL 10), Snub Pistol</i>						
Character	<i>When Ryan was released from prison after a few months of a much longer sentence, he had no idea what lay ahead. Now he is back on the streets with a handler, an agent of the meritocracy that released him. His parole is contingent on him getting back into his old circles and feeding information to the government. Spy for his freedom? Sure!</i>						
							Subtitle(s) Willing Mole

MONARCHY

Name	Aeris Abercrombie	STR 5	DEX 7	END 6	INT 8	EDU 9	SOC 14
Age	30	Career(s) <i>Nobility (Administrator, 3 terms)</i>					
Skills	<i>Admin, Advocate, Broker, Diplomat 2, Persuade</i>						
Equipment	<i>Commdot, Fine Clothes</i>						
Character	<i>A good example of noble breeding, Aeris is poise and wit personified. She is a princess among princesses and while she is almost past her prime as a marriage choice her personal merits keep her viable even when others her age have been labelled spinsters. That said, both she and her family know a suitable marriage needs to be arranged very soon.</i>						
							Subtitle(s) Princess in Waiting

Name	Coster Adam Waernin	STR 6	DEX 5	END 6	INT 7	EDU 9	SOC 13
Age	34	Career(s) <i>Nobility (Dilettante, 3 terms), Citizen (Worker)</i>					
Skills	<i>Advocate, Carouse, Persuade, Trade (mining)</i>						
Equipment	<i>Commdot, Work Clothes</i>						
Character	<i>After Coster's latest binge, a party of epic proportions, garnered his family both fame and an outrageous debt, his father the Duke decided he had grown weary of his wastrel son and sent him to the iron mines on his lands to learn a little humility. Despite the odds it is actually working. Coster is learning to appreciate both hard work and common folk.</i>						
							Subtitle(s) Wastrel No Longer

Name	Egon Svenkman	STR 6	DEX 7	END 6	INT 8	EDU 8	SOC 12
Age	30	Career(s) <i>Nobility (Diplomat, 3 terms)</i>					
Skills	<i>Advocate, Diplomat 2, Persuade, Social Science (psychology)</i>						
Equipment	<i>Commdot, Personal Assistant, Political Ally</i>						
Character	<i>Egon is a loyal servant to the crown, a man of strong moral character and diplomatic mien. He regularly moves between the social circles of his world and has even travelled the stars a few times on behalf of his king, taking his regards and wishes to other planets. Egon is perfect in this role because he has no ambitions other than to serve.</i>						
							Subtitle(s) Loyal Diplomat

Name	Nodin Price	STR 7	DEX 8	END 5	INT 8	EDU 7	SOC 12
Age	42	Career(s) <i>Nobility (Administrator, 5 terms), Drifter (Wanderer)</i>					
Skills	<i>Admin 2, Advocate 2, Broker, Persuade, Streetwise, Survival</i>						
Equipment	<i>Autopistol, Comm (TL 8)</i>						
Character	<i>Nodin Price is reaping what he sowed. After two decades of taxing and abusing his peasants he was the target of an uprising. Because of his open disdain for the current monarch he received no troops or aid during the attack and had to flee or be killed. Now he is homeless in his own land, lucky that he showed his face so rarely that it is not known.</i>						
							Subtitle(s) Ousted Noble

Name	<i>Sillumant Kugvils</i>	STR 5	DEX 6	END 6	INT 7	EDU 6	SOC 8
Age	26 Career(s) <i>Agent (Corporate, 2 terms)</i>						
Skills	<i>Admin, Deception, Gun Combat, Investigate, Streetwise</i>						
Equipment	<i>Autopistol, Commdot, Transceiver</i>						
Character	<i>His master may have no ambitions above his station but Sillumant does. Sent to infiltrate this world's noble court, he struck gold when he was assigned to be an personal assistant to Lord Egon. He can travel in every court in the land, spy from inside closed rooms and send back a wealth of information without ever being suspected for what he is.</i>						
	Subtitle(s) Well Placed Spy						

Name	<i>Trey Craftsmann</i>	STR 6	DEX 5	END 5	INT 8	EDU 8	SOC 14
Age	30 Career(s) <i>Noble (Administrator, 3 terms)</i>						
Skills	<i>Admin 2, Advocate, Broker, Persuade 2</i>						
Equipment	<i>Comm (TL 10), Royal Clothes</i>						
Character	<i>Trey is a reluctant prince at best. While all of his peers seem to be gallivanting and having a good time at their families' expense, he must attend court functions and behave as the crown prince should. He serves his duty well and is actually quite good at it but he yearns to have their sort of freedom. He is too loyal to his mother to ever do it, however.</i>						
	Subtitle(s) Faithful Son						

OLIGARCHY

Name	<i>Cameron Wendell</i>	STR 6	DEX 6	END 7	INT 7	EDU 8	SOC 10
Age	46 Career(s) <i>Noble (Administrator, 7 terms)</i>						
Skills	<i>Admin 4, Advocate, Broker 3, Diplomat 2, Persuade</i>						
Equipment	<i>Blade, Commdot, Servitor</i>						
Character	<i>The colony world founded by the Wendell family generations ago has grown into a truly thriving series of interconnected cities, a nation on the face of a once barren rock. Cameron and his wife have inherited the rule of this world, providing guidance on behalf of both birthright and their hard earned wisdom. Benevolent, they are quite well respected.</i>						
	Subtitle(s) Beloved Oligarch						

Name	<i>Dellia Wendell-Lore</i>	STR 6	DEX 7	END 6	INT 8	EDU 9	SOC 10
Age	38 Career(s) <i>Citizen (Worker), Noble (Administrator, 5 terms)</i>						
Skills	<i>Admin 2, Advocate, Diplomat 2, Persuade, Trade (seamstress) 2</i>						
Equipment	<i>Blade, Commdot, Worker contact</i>						
Character	<i>Dellia was a dressmaker when Cameron met her and fell head over heels in love. Even though she was of low birth the colony was not as hide bound about social class as it is now and he was able to make her his bride without incident. His people are glad she did as Dellia has proven to a most excellent ruler and any concern for her birth is long silent.</i>						
	Subtitle(s) Elevated Worker						

Name	<i>Evan Wendell-Riley</i>	STR 5	DEX 6	END 6	INT 10	EDU 9	SOC 9
Age	30 Career(s) <i>Noble (Administrator, 3 terms)</i>						
Skills	<i>Admin, Advocate, Broker, Drive 2, Persuade</i>						
Equipment	<i>Blade, Comm (TL 10), Ground Car</i>						
Character	<i>Evan has never spoken ill of his family since he had the good fortune of marrying in from the socially affluent but not financially well off Rileys. He loves his wife but not nearly as much as the wealth her hand has brought to him. Never one for much direction in his life he has reluctantly taken up business management at his father-in-law's unsubtle 'request'.</i>						
	Subtitle(s) Hesitant Husband						

Name	<i>Harold Ain Wendell</i>	STR 8	DEX 7	END 7	INT 8	EDU 8	SOC 10
Age	22	Career(s) <i>Entertainer (Artist)</i>					
Skills	<i>Admin, Advocate, Art (painting), Persuade, Trade (art)</i>						
Equipment	<i>Commdot, Tool Kit (painting)</i>						
Character	<i>Harold is an artist, heart and soul. Though he pays attention in his classes as his family demands his only real passion can be seen on his canvasses. He does things in the old style, paint and brush instead of holography. Among the elite this form of art is still highly prized and he is starting to appreciate that fact. More importantly, so is his begrudging father.</i>						
							Subtitle(s) Aspiring Artist

Name	<i>Michael Wendel</i>	STR 6	DEX 6	END 7	INT 8	EDU 6	SOC 10
Age	38	Career(s) <i>Noble (Administrator, 5 terms)</i>					
Skills	<i>Admin 2, Advocate 2, Broker 2, Leadership, Persuade</i>						
Equipment	<i>Blade, Comm (10), Servitor</i>						
Character	<i>Michael handles a great deal of the business side of the oligarchy for his older brother Cameron and he does so with great efficiency. With Harold not in much position to inherit anything like a leadership role any time soon, Michael has been preparing for the day when he will have to take the reins from Cameron. He hopes that day is a long time in coming.</i>						
							Subtitle(s) Efficient Sibling

Name	<i>Susanne Phillian</i>	STR 6	DEX 8	END 7	INT 7	EDU 6	SOC 6
Age	26	Career(s) <i>Entertainer (Performer, 2 terms)</i>					
Skills	<i>Art (dance) 2, Athletics (co-ordination), Persuade, Streetwise</i>						
Equipment	<i>Commdot</i>						
Character	<i>A ballet star in her own right, all Susanne has to her name is that talent and a charming smile. That was all it took for Michael to become attracted and begin courting her privately. The world is a different place from when his brother met Dellia and if his romance with a dancer was found out, he would likely have to call their secret engagement off.</i>						
							Subtitle(s) Would Be Wife

PARLIAMENTARY

Name	<i>Danus Wright</i>	STR 6	DEX 5	END 7	INT 8	EDU 8	SOC 8
Age	34	Career(s) <i>Nobility (Administrator, 3 terms)</i>					
Skills	<i>Admin, Advocate 2, Broker, Diplomat, Leadership 2</i>						
Equipment	<i>Commdot</i>						
Character	<i>Known for bombastic speeches to the parliament and his fierce opposition to the party in charge, Danus has as many enemies as his actions have earned him friends. Right now he is on the right side of matters with popular support behind him and many feel he has a chance of becoming the Prime Minister someday, assuming public opinion does not waver.</i>						
							Subtitle(s) Rising Lord

Name	<i>Filton Conrahan</i>	STR 6	DEX 5	END 5	INT 5	EDU 6	SOC 10
Age	38	Career(s) <i>Nobility (Administrator, 4 terms)</i>					
Skills	<i>Admin, Advocate, Broker 2, Carouse, Diplomat</i>						
Equipment	<i>Comm (TL 10)</i>						
Character	<i>Filton is what those in the know call an 'easy touch', a less than intelligent member of the House of Lords with an infamous appreciation for the finer things in life. Especially fond of good wine and gourmet food, Filton can be easily swayed to any opinion presented to him while he is enjoying either. He thinks he has lots of friends, something others bank on.</i>						
							Subtitle(s) Clueless Lord

Name	<i>Gillette Utenna</i>	STR 5	DEX 6	END 6	INT 9	EDU 8	SOC 9
Age	38 Career(s) <i>Citizen (Corporate, 5 terms)</i>						
Skills	<i>Admin, Advocate, Broker 2, Leadership, Persuade, Trade (banking)</i>						
Equipment	<i>Comm (TL 10), Computer (TL 11)</i>						
Character	<i>There is no fury like a political woman scorned. With her opinion in the Lower House spurned repeatedly over the years, Gillette has developed quite a hit list of Upper House aristocrat targets. What they do not seem to realise is that their fortunes rest on pillars made of money, money she controls quite handily and can cut off with just a little effort.</i>						
	Subtitle(s) Vindictive Banker						

Name	<i>Maakten Hraii</i>	STR 6	DEX 7	END 5	INT 8	EDU 8	SOC 7
Age	34 Career(s) <i>Citizen (Corporate, 4 terms)</i>						
Skills	<i>Admin, Advocate, Broker 2, Diplomat 2, Leadership</i>						
Equipment	<i>Commdot, Fine Clothes</i>						
Character	<i>Maakten serves a unique role in his parliament. His caste birth puts him right at the border between the High and Common Houses. This consequence of birth makes him perfectly suited to act as an envoy to the Prime Minister, bringing her wishes to members of both Houses and taking private messages back to her. In a way, this makes him very important.</i>						
	Subtitle(s) Useful Aide						

Name	<i>Nancy Albertonne</i>	STR 6	DEX 6	END 8	INT 7	EDU 8	SOC 8
Age	26 Career(s) <i>Citizen (Corporate, 2 terms)</i>						
Skills	<i>Admin, Advocate, Broker 2, Persuade 2</i>						
Equipment	<i>Comm (TL 8)</i>						
Character	<i>There are no words for the anger Nancy Albertonne feels on a daily basis. Her world's parliament has become woefully unbalanced as every Commons seat that becomes vacant is left unfilled through willing procedural blocks by the House of Lords. As power shifts she is seeing more abuse heaped upon the working class, revolution sure to occur.</i>						
	Subtitle(s) Frustrated Commons						

Name	<i>Thomas Fenton</i>	STR 5	DEX 5	END 6	INT 8	EDU 9	SOC 9
Age	46 Career(s) <i>Nobility (Administrator, 7 terms)</i>						
Skills	<i>Admin 3, Advocate 2, Broker 2, Diplomat 2, Leadership 2</i>						
Equipment	<i>Commdot, Computer (TL 10), Fine Clothes</i>						
Character	<i>The seat of Prime Minister weighs especially heavy on Thomas Fenton. With all three of his government's tricameral Houses bickering constantly and the common folk suffering in the middle, he is certain the nation is a fuel tank ready to detonate. Added to a neighbouring state's aggression, he honestly feels trapped in his job most of the time.</i>						
	Subtitle(s) Worried Prime Minister						

PLUTOCRACY

Name	<i>Boris Gamet</i>	STR 6	DEX 6	END 6	INT 7	EDU 7	SOC 8
Age	30 Career(s) <i>Citizen (Corporate, 3 terms)</i>						
Skills	<i>Admin, Advocate, Broker 2, Persuade 2, Trade (retail)</i>						
Equipment	<i>Commdot, Fine Clothes</i>						
Character	<i>Boris is in a wonderful predicament, one he never thought to be in but has no complaints at all about. He inherited his father's business one week and the very next was elevated to a seat on the Council of Lords, a plutocratic government body where the wealthy rule. While he loves his rags to riches turnaround, he feels completely out of his depth for now.</i>						
	Subtitle(s) New Plutocrat						

Name	<i>Divrakt Vulstvai</i>	STR 4	DEX 7	END 8	INT 8	EDU 5	SOC 12
Age	34 Career(s) <i>Nobility (Administrator, 4 terms)</i>						
Skills	<i>Admin, Advocate 2, Broker 3, Leadership</i>						
Equipment	<i>Comm (TL 8), Hand Computer</i>						
Character	<i>Divrakt is a diehard plutocrat, truly believing that those with money should rule solely on the merits of their wealth alone. After all, who better to guide society than those who live at its highest level and can benefit from it fully? He has no regard for 'lesser citizens' but understands leadership just enough to keep that disdain to himself when out in public.</i>						
	Subtitle(s) Greedy Politician						

Name	<i>Galeman Coope</i>	STR 6	DEX 5	END 6	INT 7	EDU 7	SOC 4
Age	30 Career(s) <i>Drifter (Scavenger, 3 terms)</i>						
Skills	<i>Athletics, Streetwise, Trade (asteroid mining), Vacc Suit, Zero-G</i>						
Equipment	<i>Commdot, Vacc Suit, Tool Kit (miner)</i>						
Character	<i>Galeman knows the painful downside of a plutocracy all too well, serving as little better than a slave on her world's asteroid ring. She works 12 hour days and a second two hour shift to make up for quotas, fuelling the wealthy back home while she toils half to death. The only reason she does not join the growing rebellion is the family she has back home.</i>						
	Subtitle(s) Weary Worker						

Name	<i>Harriet Maynaerd</i>	STR 6	DEX 6	END 5	INT 9	EDU 9	SOC 8
Age	38 Career(s) <i>Citizen (Corporate, 5 terms)</i>						
Skills	<i>Admin, Advocate, Broker 2, Leadership, Persuade, Trade (textiles)</i>						
Equipment	<i>Commdot, Servitor</i>						
Character	<i>Harriet's family was in silk until the drought killed all their stock producers. Because her father was wise enough to continually live below his means and save back funds for such an emergency, she and her husband live quite well. Their wealth makes them eligible to serve as part of their world's government but they have no wish to take part in it.</i>						
	Subtitle(s) Wealthy and Content						

Name	<i>Nathely Korvid</i>	STR 6	DEX 5	END 8	INT 10	EDU 10	SOC 9
Age	34 Career(s) <i>Nobility (Administrator, 4 terms)</i>						
Skills	<i>Admin 2, Advocate 2, Broker, Leadership, Trade (banking)</i>						
Equipment	<i>Body Pistol, Cloth Armour (3), Comm (TL 10)</i>						
Character	<i>Nathely has never been a fool. He can see what is coming and he knows it is not going to be pretty. His government, a part of which he has been proud to serve for years, has bled his world dry and the revolution is coming any day now. Troops will not help them when the taxes stop flowing so he is preparing by hoarding supplies and carrying a gun.</i>						
	Subtitle(s) Desperate Banker						

Name	<i>Tase Parker-Willan</i>	STR 8	DEX 5	END 8	INT 9	EDU 8	SOC 7
Age	22 Career(s) <i>Entertainer (Performer)</i>						
Skills	<i>Athletics (co-ordination), Carouse, Streetwise 2</i>						
Equipment	<i>Neural Comm. Uniform</i>						
Character	<i>Tase plays for the government gravball team and he does so very well. A rising star on the aerial court he performs well and the plutocrat who owns his license rewards him for it greatly. He does not remember the days when his sport was played for fun. Now every match is carefully groomed and controlled for the masses, more an exhibition than competition.</i>						
	Subtitle(s) Rich Ball Player						

REPUBLIC

Name	Clinton Battle	STR 5	DEX 6	END 7	INT 7	EDU 8	SOC 7
Age	38 Career(s) Citizen (Corporate, 5 terms)						
Skills	Admin, Advocate 2, Broker 2, Persuade 2, Trade (lawyer) 2						
Equipment	Commdot, Hand Computer						
Character	The legal business was not kind to Clinton, a man with too many morals for the kind of ambiguity the legal system on his world had become. Hoping to escape that rat race he went into the field of politics, first as an advisor and then as a candidate. He never expected to win his first bid but now that he has he realises this is the same race, just bigger rats.						
	Subtitle(s) The New Senator						

Name	Craig Troy David	STR 6	DEX 6	END 5	INT 8	EDU 10	SOC 8
Age	38 Career(s) Scholar (Physician) Citizen (Corporate, 3 terms)						
Skills	Admin, Advocate 2, Medic 2, Leadership, Trade (doctor)						
Equipment	Commdot, Hand Computer						
Character	Craig went into politics because that was the way all the men in his family did things. They started out as academy educated doctors, brokers or lawyers and then stepped into politics after a few years in their field. Craig is quite happy to have done so as the medical industry is not to his liking. He would much rather have constituents than patients.						
	Subtitle(s) Doctor Politician						

Name	Isaias Compton	STR 5	DEX 6	END 8	INT 7	EDU 10	SOC 10
Age	26 Career(s) Entertainer (Journalist, 2 terms)						
Skills	Advocate, Art (holography), Comms, History (politics), Persuade						
Equipment	Comm (TL 10), Nice Clothes						
Character	Isaias makes a career of being crass and rude, spouting rhetoric and incendiary speech side-by-side with scathingly accurate political commentary. His critics think he is a blowhard with a rabid following. His rabid following think he is the best thing to ever happen to politics and listen to his every word faithfully. He is going to end up either elected or dead.						
	Subtitle(s) Slander Mogul						

Name	Poulard Williams	STR 6	DEX 7	END 5	INT 8	EDU 8	SOC 5
Age	42 Career(s) Citizen (Corporate, 6 terms)						
Skills	Admin, Advocate 2, Broker, Leadership 2, Persuade 2, Trade (construction)						
Equipment	Neural Comm						
Character	If his world ever needed a man like Poulard Williams, it is now. A steel worker from one of the most industrialised cities on his planet, Poulard was 'chosen' by one of the political companies as a poster boy for the working class. Then they made the mistake of letting him speak. Now he holds an elected position at the head of that party and the people love him.						
	Subtitle(s) Popular Leader						

Name	Raeglen Dais	STR 5	DEX 6	END 6	INT 7	EDU 6	SOC 8
Age	22 Career(s) Scholar (Scientist)						
Skills	Advocate, Diplomat, Investigate, Social Science (politics) 2						
Equipment	Comm (TL 8), Computer (TL 10)						
Character	The world of politics is endlessly fascinating for this child of the Republic. She has her whole life planed out ahead of her. She is going to continue learning all she can about the government and its members, then use that knowledge to gain a place among them. Whether she succeeds or not is anyone's guess but she certainly has the drive to go far.						
	Subtitle(s) Political Enthusiast						

Name	<i>Xialmyn Fuurgah</i>	STR 10	DEX 6	END 8	INT 6	EDU 6	SOC 4
Age	30	Career(s) <i>Citizen (Worker)</i>					
Skills	<i>Drive, Jack of All Trades, Mechanic 2, Trade (stonemason)</i>						
Equipment	<i>Comm (TL 8), Work Clothes</i>						
Character	<i>The day Xialmyn reported to the voting station for his nation's first public vote he had no idea how much his life was about to change. Accidentally getting the vote time wrong, he showed up several hours too early and, rather than go home, he just waited. When the holocam crews showed up, he became an instant – and completely clueless – celebrity.</i>						
							Subtitle(s) First Voter

STRATOCRACY

Name	<i>Brandon Machiel</i>	STR 6	DEX 6	END 7	INT 7	EDU 8	SOC 9
Age	30	Career(s) <i>Army (Support, 3 terms)</i>					
Skills	<i>Admin, Advocate, Comms, Gun Combat, Leadership</i>						
Equipment	<i>Commdot, Hand Computer, Laser Pistol (TL 11)</i>						
Character	<i>A recent member of the stratocracy, his appointment comes directly from his superior in the last war. Though he is very young for a leadership role his service was well noticed during the last months of the Great Surge and now he has been rewarded with a seat at the Star Chamber. From here he will learn that running a world is much more complex than the war.</i>						
							Subtitle(s) Political Recruit

Name	<i>Cirala Immelman</i>	STR 7	DEX 7	END 8	INT 8	EDU 7	SOC 8
Age	30	Career(s) <i>Marines (Star Marine, 3 terms)</i>					
Skills	<i>Battle Dress, Gun Combat, Heavy Weapons, Leadership, Tactics</i>						
Equipment	<i>Battle Dress (TL 13), RAM Grenade Launcher, Assault Rifle</i>						
Character	<i>Cirala is only at home when she is wearing her armour and out in the field. That said, she knows what is coming. She knows the higher ups are going to pull her off the duty roster soon and stick her behind a desk because that is what her politico father wants. She wants nothing to do with the stratocracy. If she complies, it will be to make her father happy.</i>						
							Subtitle(s) Hard-nosed Marine

Name	<i>Fletcher Camacho</i>	STR 6	DEX 7	END 7	INT 7	EDU 8	SOC 7
Age	34	Career(s) <i>Army (Support, 4 terms)</i>					
Skills	<i>Admin, Advocate, Comms, Gun Combat (slug rifle), Leadership 2</i>						
Equipment	<i>Autopistol, Neural Comm</i>						
Character	<i>As a member of the Forward Guard for his world, his place in the government was assured if he survived service. Surprisingly he did and was all too happy to take his place as a Low Marshall in service to the Chamber. His goals are simple and his base of support is strong. He saw the horrors of a wasteful war first hand and wants to prevent others.</i>						
							Subtitle(s) Idealist Marshall

Name	<i>Ikaatu Simtalla</i>	STR 9	DEX 9	END 8	INT 8	EDU 9	SOC 10
Age	38	Career(s) <i>Navy (Line/Crew, 5 terms)</i>					
Skills	<i>Admin, Diplomat, Gunner 2, Leadership 2, Navigation</i>						
Equipment	<i>Neural Comm, Stunner</i>						
Character	<i>Ikaatu served his ship, the Ulataini Rho, with distinction as her tactical officer for many years, even attempting to go down with her and her captain after the ship's final battle. Rescued, he was awarded full honours and given a captain's rank. Rather than his own ship as he would have preferred, he serves on the ruling council and tries to be content.</i>						
							Subtitle(s) Starborne Captain

Name	<i>Rudgar Hallstor</i>	STR 6	DEX 8	END 7	INT 8	EDU 9	SOC 13
Age	34 Career(s) <i>Nobility (Diplomat, 3 terms), Army (Infantry)</i>						
Skills	<i>Admin, Advocate 2, Diplomat, Gun Combat (slug pistol), Melee (blade)</i>						
Equipment	<i>Autopistol, Cloth Armour (5), Commdot, Rapier</i>						
Character	<i>Hailing from a proud family of nobles with military service to their world, Rudgar is his father's greatest point of pride. A leader both on and off the field of battle, Rudgar Hallstor is liked by both his men and his peers. If his next tour of duty goes well, Rudgar's family will request that he be transferred to the Council as an adjunct. No one expects a denial.</i>						
	Subtitle(s) Warrior Prince						

Name	<i>Wanda Sally Sykeler</i>	STR 5	DEX 7	END 6	INT 7	EDU 8	SOC 10
Age	46 Career(s) <i>Navy (Line/Crew, 6 terms), Nobility (Administrator)</i>						
Skills	<i>Admin 3, Diplomat, Gunner, Leadership 2, Navigation</i>						
Equipment	<i>Neural Comm, Servitor</i>						
Character	<i>A legend before her time, Wanda Sykeler is only not the head of her world government because she does not choose to be. Content to advise and rule in a lesser capacity, she really just wants a chance to go out in a blaze of glory like so many of her fellows at the Battle of Carson's Fall. Until then she has to suffer her survival, getting older while she waits.</i>						
	Subtitle(s) Aging Lady Soldier						

TECHNOCRACY

Name	<i>Alganol Reynswarth</i>	STR 5	DEX 5	END 6	INT 10	EDU 14	SOC 8
Age	38 Career(s) <i>Scholar (Scientist, 5 terms)</i>						
Skills	<i>Admin 2, Computers 2, Engineer (electronics), Medic, Physical Science (physics)</i>						
Equipment	<i>Comm (TL 10), Hand Computer</i>						
Character	<i>The business of science never interested Alganol, devoted as he was to its direct pursuit. As grants became leaner he had to make himself get involved in the process more and soon discovered the beautiful complexities of government. Now as ingrained in the technocracy as he is his own work, he spends half his time researching and the other half ruling.</i>						
	Subtitle(s) True Political Scientist						

Name	<i>Bennet Jeffries</i>	STR 6	DEX 6	END 7	INT 9	EDU 13	SOC 7
Age	34 Career(s) <i>Scholar (Field Researcher, 4 terms)</i>						
Skills	<i>Admin, Advocate, Diplomat, Investigator, Life Science (biology) 2, Survival 1</i>						
Equipment	<i>Comm (TL 10)</i>						
Character	<i>A true man of both science and the people, Bennet does his best to bring the policies of the technocratic government to his people in a form they can understand. Willing to set aside his own projects to do so, he has become quite valuable. Even so, he feels more at home hip deep in a swamp studying reptiles than at town halls educating the masses.</i>						
	Subtitle(s) Researcher Orator						

Name	<i>Carolai Kennedy</i>	STR 5	DEX 6	END 6	INT 8	EDU 12	SOC 7
Age	26 Career(s) <i>Scholar (Scientist, 2 terms)</i>						
Skills	<i>Admin, Computers 2, Engineer (electronics), Physical Science (chemistry)</i>						
Equipment	<i>Comm (TL 10), Computer (TL 13)</i>						
Character	<i>The best thing that ever happened to Carolai's world was the takeover by the technocracy a few years ago. Now her fringe field of research, chemical computing, is getting all the funds she needs to continue making advancements in new polymers and liquid memory centres. The only thing she dreads are quarterly reviews by 'experts' who know nothing.</i>						
	Subtitle(s) Dedicated Researcher						

Name 'Triss'	STR —	DEX —	END —	INT 12	EDU —	SOC —
Age 4	Career(s) <i>Artificial Intelligence</i>					
Skills	<i>Expert Programs: Admin 3, Broker 3, Leadership 2</i>					
Equipment	<i>Database, Intelligent Interface, Intellect 3, Security 3</i>					
Character	<i>The day Triss, an acronym for TRanscendent Intelligence in Sequential Systems, came online, it started gathering data and becoming self aware. Though the public is unaware of its pseudo-sentience, those at the highest levels of government consider it a colleague and afford it a certain level of executive power. So far, that seems to be enough for Triss.</i>					
	Subtitle(s) Sentient Computer					

Name <i>Tullianne Bergamot</i>	STR 4	DEX 5	END 7	INT 10	EDU 15	SOC 10
Age 50	Career(s) <i>Scholar (Scientist, 4 terms), Nobility (Administrator, 4 terms)</i>					
Skills	<i>Admin 2, Computers 2, Engineer (electronics), Medic 3, Space Sciences (robotics)</i>					
Equipment	<i>Neural Comm, Wafer Jack</i>					
Character	<i>Having taken herself as far as she is willing to go into cybernetics, Tullianne has placed herself as the governmental administrator for both cyber technologies and robotics, a domain that gives her ample power to pursue her true goal. Disdaining anagathics, Tullianne has focused for decades on the illegal science of brain transplants into robots.</i>					
	Subtitle(s) Scientist with a Secret					

Name <i>Ulysses Pell</i>	STR 6	DEX 6	END 5	INT 9	EDU 12	SOC 7
Age 42	Career(s) <i>Citizen (Worker, 2 terms), Scholar (Scientist, 4 terms)</i>					
Skills	<i>Admin, Computers, Drive, Engineer (mechanical), Mechanic</i>					
Equipment	<i>Comm (TL 10), Tool Kit</i>					
Character	<i>Ulysses is considered a leader, one of the technocrats. He is happy to let people think that as long as they leave him alone to work on his first love – antique cars and military vehicles. He has several customers on several worlds that buy his restored works. That suits him fine as that and work for the government keeps him in wrecks and spare parts.</i>					
	Subtitle(s) Technocrat Mechanic					

THEOCRACY

Name <i>Bruel 'Bubba' Thlavell</i>	STR 4	DEX 5	END 5	INT 7	EDU 10	SOC 9
Age 30	Career(s) <i>Entertainer (Performer, 3 terms)</i>					
Skills	<i>Advocate 2, Art (oratory), Persuade 2, Trade (evangelism)</i>					
Equipment	<i>Comm (TL 10), Ground Car (ATV)</i>					
Character	<i>From the pressurised comfort of his redesigned ATV, 'The Lord's Home', Bubba is a man of faith. Just what that faith is could be anyone's guess but in a theocracy where he says the right things and pays the right taxes, he is a very powerful man. Famous over most of his world, if Bubba says God said something, that is gospel truth to millions of people.</i>					
	Subtitle(s) Powerful Evangelist					

Name <i>Casstara Yarklin</i>	STR 5	DEX 6	END 7	INT 8	EDU 8	SOC 6
Age 26	Career(s) <i>Scholar (Scientist, 2 terms)</i>					
Skills	<i>Admin, Diplomat, Investigate, Social Science (theology)</i>					
Equipment	<i>Comm (TL 10), Hand Computer</i>					
Character	<i>Casstara is the last thing a world with a troubled theocratic government wants, a snoop with the intelligence, skills and drive to discover the true roots of the religion all their worldly power has been founded on for centuries. If she finds out the truth, that the religion is a sham and was made to legitimise their rule, Casstara Yarklin might have to disappear.</i>					
	Subtitle(s) Unwanted Seeker					

Name	<i>Fergus MacDonnel</i>	STR 8	DEX 6	END 8	INT 6	EDU 8	SOC 8
Age	38	Career(s) <i>Noble (Administrator, 5 terms)</i>					
Skills	<i>Admin 2, Advocate 2, Broker, Diplomat, Leadership, Social Science (theology)</i>						
Equipment	<i>Comm (TL 10)</i>						
Character	<i>Fergus leads his nation from the Holy See and has done so since being given the honour upon the death of his father. While inheritance is not usually the method of transfer in his government, he was the best qualified and the one with the most general approval from his fellows. A big man with a big heart, he governs in a way he hopes would make his father proud.</i>						
							Subtitle(s) Noble Son

Name	<i>Kaitless Mayne</i>	STR 6	DEX 6	END 7	INT 7	EDU 7	SOC 9
Age	26	Career(s) <i>Citizen (Corporate, 2 terms)</i>					
Skills	<i>Admin, Advocate, Broker, Leadership, Social Science (theology)</i>						
Equipment	<i>Comm (TL 8)</i>						
Character	<i>Living in a theocracy does not necessitate any sort of belief in religion, even for those who serve it. Kaitless administers an abbey house and even manages the weekly prayer school for local children. All the while she does not believe a word of it, being far more interested in skimming a little off the fees and tithes the abbey brings in, mostly in cash.</i>						
							Subtitle(s) Corrupt Sister

Name	<i>Nessie Valiant</i>	STR 4	DEX 7	END 5	INT 10	EDU 9	SOC 6
Age	42	Career(s) <i>Citizen (Corporate, 6 terms)</i>					
Skills	<i>Admin 2, Advocate 2, Diplomat, Leadership, Social Science (theology) 3</i>						
Equipment	<i>Comm (TL 10), Hand Computer</i>						
Character	<i>Nessie Valiant is a proud woman, ready and willing to serve as her parish's Admin-Bishop, the first woman to hold the role in her nation's history. Determined to do an exemplary job for the sake of any who might come after her, Nessie has thrown herself into the role. Her superiors are a little concerned about her zeal but for now she seems fine.</i>						
							Subtitle(s) Historic Bishop

Name	<i>Uoostalik Heggmol</i>	STR 6	DEX 7	END 5	INT 9	EDU 10	SOC 7
Age	34	Career(s) <i>Agent (Corporate, 4 terms)</i>					
Skills	<i>Admin, Deception, Gun Combat (slug pistol), Investigate, Persuade, Streetwise 2</i>						
Equipment	<i>Autopistol, Cloth Armour (3), Commdot</i>						
Character	<i>Uoostalik is from the middle caste, charged by the theocracy of his world with the vital task of morality police. His job is to insinuate himself into social groups, ascertain their motives and, more importantly, their level of faith both in the divine and in the government and act according to what he has learned. He is becoming more cynical as he gets older.</i>						
							Subtitle(s) Faith Enforcer

TOTALITARIANISM

Name	<i>Alphonse Dilland</i>	STR 6	DEX 5	END 7	INT 8	EDU 10	SOC 10
Age	46	Career(s) <i>Nobility (Administrator, 7 terms)</i>					
Skills	<i>Admin 2, Advocate 2, Broker, Leadership 3, Persuade 2</i>						
Equipment	<i>Neural Comm, Military Ally, Corporate contacts</i>						
Character	<i>Alphonse truly believes what he does for the good of his nation is just and right. The people were starving and out of work, the country was assailed on all sides by greed and corruption both within and without. Someone had to rally the military and the citizens to rise as one. He did so and the totalitarian state he has forced is glorious, at least in his eyes.</i>						
							Subtitle(s) True Believer

Name	<i>Duralan Suraider</i>	STR 6	DEX 8	END 8	INT 6	EDU 7	SOC 9
Age	30	Career(s) <i>Rogue (Enforcer, 3 terms)</i>					
Skills	<i>Deception, Gun Combat 2, Melee (unarmed), Recon, Streetwise</i>						
Equipment	<i>Autopistol, Cloth Armour (5), Neural Comm, Uniform</i>						
Character	<i>Duralan only believes in himself but that is enough of a motivator to make him want to stay on the right side of the ruling force on his world. Once a wash-out soldier with no home, he is now the head of the regime's Night Hand, dark uniformed troops with the authority to enter, seize and even execute if necessary to maintain the peace. He likes his job.</i>						
		Subtitle(s) Eager Enforcer					

Name	<i>Ekgliis Llush</i>	STR 5	DEX 5	END 6	INT 6	EDU 5	SOC 5
Age	42	Career(s) <i>Citizen (Worker, 6 terms)</i>					
Skills	<i>Computer, Drive 3, Jack of All Trades, Trade (factory work) 3</i>						
Equipment	<i>Comm (TL 8), Ground Car, Uniform</i>						
Character	<i>One of the downtrodden, Ekgliis long ago resigned to accept his caste and his life. In a society with no one to help the lowest born but themselves, learned helplessness becomes a survival mechanism. There is no fight left in Ekgliis, a man that has lived through the government seizing his home and taking his sons to be chewed up and spat out in nameless wars.</i>						
		Subtitle(s) Broken Man					

Name	<i>Hollanda Mussvie</i>	STR 5	DEX 6	END 6	INT 7	EDU 8	SOC 6
Age	26	Career(s) <i>Army (Infantry, 2 terms)</i>					
Skills	<i>Athletics, Comms 2, Gun Combat, Melee (unarmed), Recon, Stealth</i>						
Equipment	<i>Assault Rifle, Cloth Armour, Transceiver</i>						
Character	<i>Where you have a totalitarian state you will have a resistance. The first does not exist for long without the second. When the military received word to turn its guns on the populace if they would not accept the new government, Hollanda's commander resigned and took his platoon with him. There are not many left but she constantly looks to recruit for more.</i>						
		Subtitle(s) Voice of the Resistance					

Name	<i>Padden Grates</i>	STR 6	DEX 6	END 6	INT 10	EDU 9	SOC 9
Age	42	Career(s) <i>Scholar (Scientist, 6 terms)</i>					
Skills	<i>Admin, Engineer 2, Life Science (biology) 3, Medic 2, Physical Science (chemistry) 2</i>						
Equipment	<i>Commidot, Computer (TL 10), Laboratory</i>						
Character	<i>Keeping a populace docile and creating new chemical weapons for the military do not have to be two separate goals. Padden Gates is the regime's top chemist and has come up with dozens of airborne and waterborne horrors for use against civilians and the enemy alike. He has no regard for human life but he does sometimes obsess over certain subjects.</i>						
		Subtitle(s) Vicious Scientist					

Name	<i>Vincent Julio Paige</i>	STR 6	DEX 5	END 8	INT 7	EDU 8	SOC 5
Age	34	Career(s) <i>Army (Support, 4 terms)</i>					
Skills	<i>Admin, Comms 2, Gun Combat, Leadership, Stealth, Tactics</i>						
Equipment	<i>None</i>						
Character	<i>Vincent has been a 'guest' of the state for three years now and his stay has not been a kind one. Only kept alive because he might draw his people into a rescue attempt, Vincent has tried desperately to get messages out to them to try no such thing. Perversely, his captors let the notes get through, allowing it because the reminders make rescue more likely.</i>						
		Subtitle(s) Captured Leader					

TYRANNY

Name	Belsarus Quarlan	STR 6	DEX 8	END 5	INT 8	EDU 10	SOC 6
Age	38						
Career(s)	Citizen (Corporate, 5 terms)						
Skills	Admin, Advocate, Broker 2, Leadership, Persuade 2						
Equipment	Comm (TL 10)						
Character	Crazed enough to think that the divine itself is acting through him, Belsarus was in the right place at the right time to make his goal of national conquest a reality. This has only enforced his delusion that 'God' wants him to rule, widening his ambitions to someday conquer his whole world. Of course, he might not be crazy. There may actually be guiding voices.						
Subtitle(s)	Powerful Madman						

Name	Curtis Errol Garfaln	STR 5	DEX 5	END 6	INT 8	EDU 8	SOC 7
Age	34						
Career(s)	Army (Support, 4 terms)						
Skills	Admin, Comms 2, Gun Combat (slug pistol), Leadership 2, Tactics						
Equipment	Cloth Armour, Comm (TL 10), Snub Pistol						
Character	Tired of seeing his government continually fail the people, Curtis decided something had to be done. First he organised a military action that was sure to bring bad publicity. Then he made sure documents linked the administration with the thousands of needless deaths. Of course he had to kill anyone who knew the ruse. That is the price of prosperity, right?						
Subtitle(s)	Ruthless Soldier						

Name	Delbert Guzman	STR 6	DEX 5	END 6	INT 8	EDU 7	SOC 5
Age	42						
Career(s)	Merchant (Free Trader, 4 terms), Rogue (Enforcer), Citizen (Corporate)						
Skills	Admin, Broker 2, Gun Combat, Jack of All Trades, Leadership, Persuade						
Equipment	Comm (TL 8), Shotgun						
Character	President-for-life, that is Delbert's official title and as far as he is concerned it was a long time coming. Once Delbert realised there was a large contingent of merchants with weapons that were chafing under heavy tariffs, the revolution was an easy thing to instigate. When the smoke all cleared, he had no opposition and a lot fewer rivals. Perfection.						
Subtitle(s)	Crafty Tyrant						

Name	Mugiri Lktagzh	STR 5	DEX 7	END 6	INT 8	EDU 5	SOC 10
Age	26						
Career(s)	Nobility (Diplomat, 2 terms)						
Skills	Advocate, Diplomat 2, Persuade						
Equipment	Commdot, Fine Clothes						
Character	Mugiri is in a very unenviable position. As a young son of a noble line recently ousted by a regime change, the task has fallen to him to try and bargain his family's way back into the country they helped to found. So far things have been polite if stilted but he knows that could change at any moment. He is already formulating exit strategies if that occurs.						
Subtitle(s)	Uncomfortable Noble						

Name	Nathaniel Harris-Hart	STR 6	DEX 7	END 7	INT 8	EDU 8	SOC 11
Age	38						
Career(s)	Army (Infantry, 4 terms), Nobility (Dilettante)						
Skills	Admin, Advocate, Gun Combat, Leadership 2						
Equipment	Comm (TL 10), Media Ally, 2 Military contacts, Rifle						
Character	An ex-soldier and media darling because of his part in a recent conflict that filmed the only heroic thing he ever did in his life, Nathaniel has parlayed that bit of fame into political and military clout. When the time seemed right he cashed it all in and ended up as the new executive head of his colony world's government. Now the real fun begins.						
Subtitle(s)	Tyrant on a Lark						

Name	<i>Tolomas Jennler</i>	STR 5	DEX 8	END 5	INT 6	EDU 8	SOC 9
Age	42	Career(s) <i>Nobility (Diplomat, 6 terms)</i>					
Skills	<i>Admin, Advocate, Diplomat 2, Persuade 3</i>						
Equipment	<i>Commdot, Fine Clothes, Government Ally</i>						
Character	<i>Through subterfuge and guile, the ruling class has managed to reassert itself on Tolo's homeworld, a feat that cost many lives and has required a total government lock down on personal freedom for the time being. It falls to him as the head of the Ministry of Citizen Outreach to find a way to keep the people calm, a tough job when even he has his doubts.</i>						
							Subtitle(s) Uncertain Diplomat

WELFARE STATE

Name	<i>Clarence Keieve</i>	STR 5	DEX 6	END 6	INT 7	EDU 8	SOC 10
Age	30	Career(s) <i>Nobility (Dilettante, 3 terms)</i>					
Skills	<i>Admin, Advocate, Carouse, Diplomat, Persuade 2</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>One of the 'haves', Clarence's life took a different turn when he was rescued from his crashed roadster after a drunken binge. When he tried to offer his saviour a reward, it was rebuffed with 'it was just the right thing to do'. Those words have never left him and he spends much of his time now gathering from fellow nobles for those who have nothing.</i>						
							Subtitle(s) Generous Noble

Name	<i>Delmer Smalls</i>	STR 6	DEX 5	END 6	INT 6	EDU 5	SOC 5
Age	30	Career(s) <i>Drifter (Wanderer, 3 terms)</i>					
Skills	<i>Deception 2, Jack of All Trades, Streetwise, Survival</i>						
Equipment	<i>Comm (TL 8), Basic Clothes</i>						
Character	<i>One of the 'have nots', Delmer has been mooching the system of his welfare state for most of his adult life, thinking nothing of taking money from the government and providing no service to society in return. Delmer considers it his due. If the money is being offered, why not take it? Sure, he has to fake a disability to get it but that is all part of the game.</i>						
							Subtitle(s) Thoughtless Leech

Name	<i>Dukkta Myorish</i>	STR 4	DEX 6	END 5	INT 8	EDU 7	SOC 6
Age	26	Career(s) <i>Citizen (Corporate, 2 terms)</i>					
Skills	<i>Admin, Advocate, Broker 2, Computers</i>						
Equipment	<i>Comm (TL 10), Hand Computer</i>						
Character	<i>Dukkta works as office staff in the humanitarian branch of her company's accounting department. She witnesses huge sums of money go out seemingly every day to homeless shelters and other community projects. She used to think her company was just wonderfully generous but after discovering that the government mandated donations, she is angry.</i>						
							Subtitle(s) Upset Accountant

Name	<i>Fielle Ann Bakersfield</i>	STR 5	DEX 5	END 6	INT 9	EDU 10	SOC 8
Age	38	Career(s) <i>Citizen (Corporate, 5 terms)</i>					
Skills	<i>Admin 2, Advocate, Broker 2, Computers, Leadership 3</i>						
Equipment	<i>Commdot, Fine Clothes</i>						
Character	<i>Fielle is part of the disbursement office for the government. Her job for several years has been to determine which projects have the greatest impact on citizen welfare and see that those are funded appropriately. For almost as many years she has been playing the system for her own gain, collecting favours from agencies desperate to stay in operation.</i>						
							Subtitle(s) Corrupt Bureaucrat

GOVERNMENT

Name	<i>Mortonius Destine</i>	STR 7	DEX 6	END 8	INT 6	EDU 8	SOC 7
Age	30	Career(s) <i>Citizen (Worker, 3 terms)</i>					
Skills	<i>Admin, Mechanic 2, Trade (mechanic), Trade (supervisor)</i>						
Equipment	<i>Comm (TL 8), Supplies, Tool Kit (mechanical)</i>						
Character	<i>Running a kitchen and shelter for the indigent and homeless is not a job people look for; it is a job that life pushes them into somehow. Once in charge of supervising the maintenance for the block of houses where his local homeless shelter was located, he found himself a resident there when the management agency went bankrupt. At least he has a place to go.</i>						
							Subtitle(s) Shelter Operator

Name	<i>Kristopher Bass</i>	STR 6	DEX 5	END 6	INT 7	EDU 10	SOC 7
Age	42	Career(s) <i>Entertainer (journalist, 6 terms)</i>					
Skills	<i>Advocate 2, Art (writing), Comms, Social Science (economics) 3</i>						
Equipment	<i>Commdot, Computer (TL 10)</i>						
Character	<i>An economist looking to make a name for himself, Kristopher went into journalism and chose the most fresh meat he could find to launch his career. By going after the unpopular welfare state and its 'wasteful policies of binge spending', he has a lot of people scared and riled up. Though he had no intentions of it, he may find himself at the forefront of revolt.</i>						
							Subtitle(s) Agitator, Economist

WORLD ORDER

Name	<i>Audrey Halonway</i>	STR 5	DEX 6	END 6	INT 6	EDU 8	SOC 7
Age	30	Career(s) <i>Citizen (Corporate, 3 terms)</i>					
Skills	<i>Admin 2, Advocate, Broker 2, Computers</i>						
Equipment	<i>Commdot, Computer (TL 9), Fine Clothes</i>						
Character	<i>When the world government was redefined and former departments turned into ministries with autonomy, Audrey was there to see it happen. Despite her misgivings about that much power in so many hands, the presence of a central command assuaged her doubts. Now she does her job, secure in the belief that abuses of authority will be dealt with quickly.</i>						
							Subtitle(s) Section Leader

Name	<i>Buckley Forestrithe</i>	STR 7	DEX 6	END 6	INT 8	EDU 7	SOC 8
Age	42	Career(s) <i>Citizen (Corporate, 6 terms)</i>					
Skills	<i>Admin, Advocate 2, Broker 2, Diplomat 2, Leadership 2</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>The old way was broken and society was falling apart. Anarchy was an ever present threat and the military was only making matters worse. Taking control was never really Buckley's choice. It was just something he felt he had to do. The government was full of good people. He has just organised everything under his leadership so they can prove it.</i>						
							Subtitle(s) Benevolent Tyrant

GOVERNMENT

Name	<i>Christien Brooks</i>	STR 5	DEX 6	END 5	INT 9	EDU 8	SOC 8
Age	30	Career(s) <i>Entertainer (Journalist, 3 terms)</i>					
Skills	<i>Advocate, Art (holography), Deception, Persuade 2, Streetwise</i>						
Equipment	<i>Camera Drone, Commdot, Data Display/Recorder, Nice Clothes</i>						
Character	<i>Everyone with a holo-monitor knows Christien Brooks. He is the man on the street, a one man news show that brings candid images of real life, the good and the bad. What most do not know is that Christien is essentially a fraud, a willing pawn of the government. His shows are mostly scripted and tuned to impart whatever reactions the World Order wants to see.</i>						
							Subtitle(s) Opinion Maker

Name	<i>Mista Vorhayne</i>	STR 7	DEX 6	END 6	INT 6	EDU 8	SOC 8
Age	30	Career(s) <i>Merchant (Broker, 3 terms)</i>					
Skills	<i>Advocate, Broker 2, Comms, Persuade 2</i>						
Equipment	<i>Commdot, Computer (TL 11)</i>						
Character	<i>When the Ministry of Finance arrived at the brokerage where she worked, Mista joined her few accountants in outrage. Then, as soon as she could she contacted them and offered to work on the inside. Through her efforts the obstacles in management were removed and she found herself with a lovely corner office and an executive position for her trouble.</i>						
							Subtitle(s) Complicit Banker

Name	<i>Oswaldo Tetleyan</i>	STR 6	DEX 7	END 6	INT 7	EDU 6	SOC 8
Age	46	Career(s) <i>Citizen (Corporate, 7 terms)</i>					
Skills	<i>Admin 2, Advocate 2, Broker 2, Diplomat 2, Leadership 2</i>						
Equipment	<i>Commdot, Computer (TL 11)</i>						
Character	<i>By all appearances, no one has been more supportive or helpful through the reordering of the world government than the new Controller's best friend and associate, Oswaldo. In truth, all he is waiting for now is the World Order to settle into place and become self-sustaining. Then his 'friend' might just have a terrible accident. Mourning is good for morale.</i>						
							Subtitle(s) Rival in Hiding

Name	<i>Vergis Montgomery</i>	STR 5	DEX 5	END 6	INT 8	EDU 10	SOC 9
Age	38	Career(s) <i>Citizen (Worker, 5 terms)</i>					
Skills	<i>Admin, Engineering (civil) 2, Mechanics, Trade (construction) 3</i>						
Equipment	<i>Comm (TL 10), Hard Hat, Tool Kit</i>						
Character	<i>As one of the foremost authorities on civic projects left after the collapse of the former government, Vergis was the obvious choice to head up the Ministry of Public Works. He was obvious to everyone except Vergis. Still not sure what to even do with his new office, he is rarely in it. Instead, he spends each day doing what he always has, building things that last.</i>						
							Subtitle(s) Public Works Chief

MILITARY



BDT 09

AIRBORNE

Name	Aaron Wales	STR 6	DEX 7	END 8	INT 6	EDU 7	SOC 6
Age	30 Career(s) Army (Infantry, 3 terms)						
Skills	Athletics, Drive, Gun Combat 2, Recon, Zero-G						
Equipment	Assault Rifle, Flak Jacket (6), Grav Belt						
Character	Aaron signed up looking for adventure and found himself in the airborne forces learning how to leap out of perfectly good aircraft down onto battlefields. He is a good soldier and he takes orders well but he does have his doubts about some of the actions he gets sent in to perform. Even so, duty before doubt is his motto and he sticks to it.						
Subtitle(s)	Loyal Soldier						

Name	Caitlin Berrymont	STR 6	DEX 8	END 7	INT 8	EDU 6	SOC 6
Age	26 Career(s) Army (Infantry, 2 terms)						
Skills	Athletics 2, Drive, Gun Combat, Melee, Recon						
Equipment	Assault Rifle, Flak Jacket (6), Knife, Parachute						
Character	Caitlin is an old school soldier from a world where grav technology is still far too costly to give to expendable soldiers. She has no doubts as to her worth. She knows she is a 'meat puppet' used to get a gun where it can do some good. This suits her fine; if she lives long enough to get out of this outfit, she's going merc and 'meat puppet' on her own terms.						
Subtitle(s)	Would-be Merc						

Name	Lamont Traynor	STR 8	DEX 6	END 8	INT 6	EDU 6	SOC 8
Age	26 Career(s) Army (Infantry, 2 terms)						
Skills	Admin, Athletics, Drive, Gun Combat, Recon, Zero-G						
Equipment	Assault Rifle, Flak Jacket (6), Grav Belt						
Character	One tour in and Lamont is already showing his potential. After his first combat drop, he asked his commander if he could organise the next one. When it went smoothly he was given more responsibility for the planning stages and now, unofficially, he handles his platoon's whole duty roster. They are happy with that. More of them come back alive.						
Subtitle(s)	Budding Officer						

Name	Ostkal Giitan	STR 6	DEX 7	END 7	INT 7	EDU 6	SOC 5
Age	22 Career(s) Army (Infantry)						
Skills	Athletics, Comms 0, Drive, Gun Combat, Recon						
Equipment	Assault Rifle, Flak Jacket (6), Parachute, Transceiver						
Character	As his airborne company's comms operator, Ostkal has to keep track of two things during a drop – himself and his comm pack. For a trooper fresh out of training, that can be a lot to handle. So far he has done fairly well but the anxiety has not left him. Every time his squad goes up he worries that he will panic and they will be left without support or contact.						
Subtitle(s)	Paranoid Comms						

Name	Tain Westlake	STR 7	DEX 9	END 8	INT 6	EDU 8	SOC 5
Age	34 Career(s) Army (Infantry, 4 terms)						
Skills	Athletics 2, Drive, Gun Combat 2, Melee (blade), Recon, Zero-G						
Equipment	Assault Rifle, Blade, Flak Jacket (6), Grav Belt						
Character	Tain carries the same sword into battle that his ancestors did five generations back when they settled the world he fights for today. The Westlakes have always been fighters; he is just the one doing it now. As the second born son it is his duty. Fortunately for the family's honour, he loves it and would probably have enlisted anyway. Combat is such a rush.						
Subtitle(s)	Enthusiastic Soldier						

Name	<i>Veronica Storm</i>	STR 6	DEX 7	END 7	INT 8	EDU 7	SOC 5
Age	26	Career(s) <i>Citizen (Worker), Army (Infantry)</i>					
Skills	<i>Drive, Gun Combat, Mechanic, Zero-G</i>						
Equipment	<i>Assault Rifle, Flak Jacket (6), Grav Belt</i>						
Character	<i>Veronica is a draft soldier, a civilian pulled in from the public to fill military quotas. She has the size and dexterity to serve as airborne but only a modicum of the training. Her current squad are mostly newcomers like her and no one in high command expects any of them to survive their first drop. Truth be told, none of them expect to make it out alive either.</i>						
							Subtitle(s) Frightened Recruit

CAVALRY

Name	<i>Blaire Castille</i>	STR 6	DEX 6	END 8	INT 7	EDU 6	SOC 6
Age	30	Career(s) <i>Army (Cavalry, 3 terms)</i>					
Skills	<i>Drive (tracked) 2, Gun Combat, Gunnery, Recon</i>						
Equipment	<i>Autopistol, Cloth Armour (5)</i>						
Character	<i>Blaire loves what he does. On a world where heavy weaponry has not yet outstripped armour, he is the king of the battlefield in his tank. Usually in charge of any crew in it with him by dint of his booming voice and boisterous personality, he has a tendency to take risks and grab the glory for himself. This will get him killed some day and he knows it.</i>						
							Subtitle(s) Glory Hound

Name	<i>Duncan Rys Parker</i>	STR 7	DEX 6	END 7	INT 6	EDU 7	SOC 5
Age	30	Career(s) <i>Army (Cavalry, 3 terms)</i>					
Skills	<i>Drive (tracked), Gun Combat, Mechanic 2, Recon</i>						
Equipment	<i>Autopistol, Cloth Armour (5), Tool Kit</i>						
Character	<i>A tank is like any other machine to Duncan; they fall apart, you put them back together. That is pretty much Duncan's attitude about everything in life. He takes nothing too seriously and he is usually right. He is a calm, methodical person and his relaxed nature is greatly appreciated by his comrades, most of whom are new recruits.</i>						
							Subtitle(s) Calm and Steady

Name	<i>Havard Katch</i>	STR 6	DEX 8	END 7	INT 7	EDU 8	SOC 7
Age	26	Career(s) <i>Army (Cavalry, 2 terms)</i>					
Skills	<i>Comms, Drive (wheeled) 2, Gun Combat, Recon 2</i>						
Equipment	<i>Armoured Car, Assault Rifle, Cloth Armour (3), Transceiver,</i>						
Character	<i>Havard is considered a little crazy by the people in his unit. An armoured car driver and a loner by nature, he is a cavalry scout through and through. Always willing to drive headlong past enemy lines to reconnoitre the battlefield, he trusts speed and skill to get him through anything. One day he will be dead wrong but until then he provides amazingly useful intelligence.</i>						
							Subtitle(s) Speed Freak Scout

Name	<i>Orville Neverly</i>	STR 7	DEX 6	END 8	INT 8	EDU 8	SOC 7
Age	26	Career(s) <i>Army (Cavalry, 2 terms)</i>					
Skills	<i>Drive (tracked), Gun Combat, Gunnery, Recon, Sensors</i>						
Equipment	<i>Cloth Armour (5), Snub Pistol</i>						
Character	<i>Orville has a simple philosophy where battle is concerned. All he does is stare at his sensor screens until the shooting stops. He has a wife and child back home and he is determined to get back to them. He only has one tour left and then he can muster out. Until then, he just stares at his screens and does what he is told. No risks, no foolish chances.</i>						
							Subtitle(s) Careful Scanner

Name	Race	Camden	STR 9	DEX 7	END 8	INT 6	EDU 6	SOC 8
Age	34	Career(s) Army (Cavalry, 4 terms)						
Skills	Drive (tracked) 2, Gun Combat, Gunnery 3, Recon							
Equipment	Autopistol, Cloth Armour (5), Commdot							
Character	Race almost does not fit in his tank. The butt of many jokes to this effect, Race does not care at all. He loves two things in all the world – good food and firing his tank’s obscenely large main gun. Though he technically falls outside weight regulations, no one would dare take him off active duty. He may be heavy but he is the best gunner in the regiment. Subtitle(s) Large and in Charge							

Name	Yktii Olmaatsor	STR 6	DEX 6	END 7	INT 5	EDU 7	SOC 5
Age	22	Career(s) Army (Cavalry)					
Skills	Drive (tracked), Gun Combat, Gunnery, Recon						
Equipment	Assault Rifle, Flak Jacket						
Character	Yktii serves on a pacifier crew, a mechanised brigade consisting of large vehicles with gunner slits for troops to fire machine guns through at the enemy. That is his job, aiming a large rifle out of a wide gap in armour plate and hoping no one gets lucky enough to send a bullet back through it. So far he has been lucky but he is young and likely will not live to get old. Subtitle(s) Hopeful Gunner						

COLONIAL TROOPS

Name	Deff Hamlinn	STR 7	DEX 6	END 8	INT 6	EDU 8	SOC 6
Age	26	Career(s) Army (Infantry, 2 terms)					
Skills	Athletics, Drive, Gun Combat 2, Melee (unarmed), Recon						
Equipment	Assault Rifle, Comms (TL 10), Flak Jacket						
Character	When his colony asked for recruits, Deff signed up first out of his whole block. Eager for the chance to serve he has since learned why no one else was in a hurry to volunteer. His colony sits on the edge of alien space and is considered a prime target for raids. So far his company has been able to drive back the small raiding forces but it is just a matter of time. Subtitle(s) Doomed Soldier						

Name	Edwin Roy Killaugh	STR 5	DEX 7	END 6	INT 7	EDU 7	SOC 7
Age	30	Career(s) Army (Infantry, 3 terms)					
Skills	Athletics, Drive, Gun Combat 2, Recon						
Equipment	Mesh Armour, Rifle						
Character	Edwin and his men train constantly to defend their colony against any invasion or other trouble. That is all they ever do. He has never even seen an alien and the colony is so remote that the chances of it getting attacked by anyone are remote. Edwin wishes he could see some action before he retires. He should be careful about what he wishes for. Subtitle(s) Bored Defender						

Name	Forna Waters	STR 6	DEX 8	END 7	INT 8	EDU 8	SOC 5
Age	26	Career(s) Army (Infantry, 2 terms)					
Skills	Drive, Gun Combat, Heavy Weapons, Mechanic						
Equipment	Autopistol, Cloth Armour (3), RAM						
Character	Forna occupies a unique place in her colony’s military. Their only heavy weapon is a family heirloom – her family to be specific. When a Waters signs up they get the job of maintaining and operating the RAM in case of trouble. Because ammunition is so scarce, her gun has not been fired in five years. She hopes it will work when the time comes. Subtitle(s) Legacy Soldier						

Name	<i>Lomulat Kryui</i>	STR 6	DEX 7	END 7	INT 5	EDU 5	SOC 4
Age	26 Career(s) <i>Army (Infantry, 2 terms)</i>						
Skills	<i>Drive, Gun Combat, Melee (unarmed), Recon 2</i>						
Equipment	<i>Autofifle, Ground Car (bike), Neural Comm</i>						
Character	<i>There are many aspects of Lomulat's life he enjoys. He is a forward ranger for his colony and he is often the first to know when newcomers land or when trouble is imminent. He loves the thrill of discovery and the potential action. Unfortunately for Lomulat, real action terrifies him and when things turn violent he will panic and ride for the hills.</i>						
	Subtitle(s) Skittish Scout						

Name	<i>Nalwin Thomas-Laine</i>	STR 6	DEX 7	END 6	INT 7	EDU 7	SOC 10
Age	42 Career(s) <i>Nobility (Administrator, 3 terms), Army (Infantry, 3 terms)</i>						
Skills	<i>Admin 2, Comms, Diplomat, Gun Combat 2, Leadership 3</i>						
Equipment	<i>Autopistol, Cloth Armour (5), Commdot</i>						
Character	<i>Nalwin's family founded this colony and made a pledge to aid in its defence when they did so. He is the fulfilment of that bargain, joining its defending force at the age of 30 as an officer. He quickly came to lead the colonial army and has since been grooming them for something bigger. Not content with one territory, he has set his eye on nearby colonies.</i>						
	Subtitle(s) Conqueror Noble						

Name	<i>Preston Kayfee</i>	STR 8	DEX 6	END 7	INT 6	EDU 6	SOC 6
Age	26 Career(s) <i>Rogue (Enforcer, 2 terms)</i>						
Skills	<i>Athletics, Gun Combat 2, Stealth, Streetwise</i>						
Equipment	<i>2 Autopistols, Flak Jacket</i>						
Character	<i>Preston Kayfee is not a soldier but he finds himself working for the Colonial Brigade so often they might as well give him a rank. His brother is an officer and keeps him out of jail on the condition that when the Brigade needs something done inside the colony, he does it. So far this little arrangement has worked well. Only time will tell if it holds or not.</i>						
	Subtitle(s) Compliant Criminal						

COMMAND

Name	<i>Burriss Oakalvie</i>	STR 6	DEX 6	END 6	INT 8	EDU 8	SOC 9
Age	34 Career(s) <i>Army (Support, 4 terms)</i>						
Skills	<i>Admin, Drive, Gun Combat 2, Leadership 2, Mechanic</i>						
Equipment	<i>Cloth Armour (3), Snub Pistol</i>						
Character	<i>Burriss has been a loyal soldier all his life and was happy to accept his commission, a moment made even more proud when his medal of office was pinned on by his father and commanding officer. His family is only two generations into the military but with him and, hopefully his son, a legacy of service may be getting established for many years to come.</i>						
	Subtitle(s) Second Generation						

Name	<i>Chris Reynold</i>	STR 5	DEX 6	END 7	INT 8	EDU 7	SOC 8
Age	46 Career(s) <i>Marines (Star Marines, 7 terms)</i>						
Skills	<i>Admin, Advocate, Athletics, Gun Combat 2, Leadership 2, Tactics 2</i>						
Equipment	<i>Autopistol, Cloth Armour (5), Commdot</i>						
Character	<i>Often called the 'old horse' of his division, Chris Reynold is a tireless soldier and well deserving of his status. Always thinking of his soldiers before himself he never has them do what he would not be willing and able to do himself. As he gets up in years, the 'able' part of that equation is starting to slip but the sentiment is still there.</i>						
	Subtitle(s) Tireless Officer						

Name	<i>Ermine Sachelsenn</i>	STR 7	DEX 6	END 6	INT 7	EDU 8	SOC 10
Age	34 Career(s) <i>Navy ((Line/Crew, 4 terms)</i>						
Skills	<i>Admin, Gunner 2, Leadership, Pilot 2, Tactics (naval)</i>						
Equipment	<i>Cloth Armour (5), Stunner</i>						
Character	<i>Ermine could not be happier to have been commissioned and taken off her previous ship. She loves flying and serving as a tactical officer but her captain was a detestable man and treated his crew, especially the women, disgracefully. She has never filed a complaint because there is no faster way to destroy one's career than that.</i>						
	Subtitle(s) Harassed Officer						

Name	<i>Gupilii Parkesher</i>	STR 6	DEX 7	END 6	INT 6	EDU 9	SOC 9
Age	34 Career(s) <i>Army (Infantry, 4 terms)</i>						
Skills	<i>Athletics 2, Drive, Gun Combat, Leadership, Recon, Tactics</i>						
Equipment	<i>Autopistol, Flak Jacket, Neural Comm</i>						
Character	<i>The minute after Gupilii's platoon leader fell to enemy fire, he was placed in her stead. It was a field promotion he did not anticipate and had no time to prepare for. Even so, he managed to get his troops out of that hellhole and back to the evac point. Since then he has been proving his commander's good judgement with every outing, serving very well.</i>						
	Subtitle(s) Combat Leader						

Name	<i>Meagan Trax</i>	STR 7	DEX 6	END 8	INT 7	EDU 8	SOC 5
Age	30 Career(s) <i>Marines (Ground Assault, 3 terms)</i>						
Skills	<i>Admin, Battle Dress, Gun Combat, Heavy Weapons, Leadership, Tactics 2</i>						
Equipment	<i>Cloth Armour (5), Comm (TL 10)</i>						
Character	<i>Meagan serves in an unarmed capacity now, an advisor to new troops as a basic training commander. Though she is perfectly capable and more than willing to strap into battle dress and get stuck in, she is not allowed to do this any more because of a field injury. She is making the best of things, passing her expertise to the next generation of heavy troopers.</i>						
	Subtitle(s) Frustrated Marine						

Name	<i>Tossat Tailor</i>	STR 6	DEX 8	END 7	INT 6	EDU 6	SOC 11
Age	34 Career(s) <i>Navy (Flight, 4 terms)</i>						
Skills	<i>Admin, Gunner, Leadership 2, Pilot 2, Tactics (naval)</i>						
Equipment	<i>Blade, Cloth Armour (3), Snub Pistol</i>						
Character	<i>Tossat could have been a knight or lord on his homeworld but he decided to join the interstellar navy instead. When his aptitude test placed him as a pilot he was ecstatic and took to the training perfectly. Now he has seen how quickly men die in the void of space, their metal birds blown apart in moments, he is happier piloting a command desk.</i>						
	Subtitle(s) Reticent Pilot						

DEFENCE FORCES

Name	<i>Erstaz Ian Walle</i>	STR 7	DEX 6	END 6	INT 6	EDU 8	SOC 7
Age	30 Career(s) <i>Army (Infantry, 3 terms)</i>						
Skills	<i>Athletics 2, Drive, Gun Combat 2, Melee</i>						
Equipment	<i>Assault Rifle, Cloth Armour (3)</i>						
Character	<i>When they were doling out assignments in basic training, Ersatz thought defence force sounded a lot safer than forward infantry and signed up. Seven incursions, two riots and a full fledged civil war later, he has had ample opportunity to rethink his decision. If he had it to do over again, he would have joined his brother's accounting firm.</i>						
	Subtitle(s) Regretful Defender						

MILITARY

Name	<i>Harmonii Dale</i>	STR 5	DEX 6	END 7	INT 8	EDU 7	SOC 5
Age	30 Career(s) <i>Army (Support, 3 terms)</i>						
Skills	<i>Athletics 2, Drive, Explosives, Gun Combat, Medic, Melee</i>						
Equipment	<i>Autorifle, Flak Jacket, Medikit, Tool Kit</i>						
Character	<i>Life did not ask Harmonii if she wanted to be a combat medic in her city's defence force. It made her one by having a plasma mortar shell take out the top four floors of the hospital she was working in, wiping out the administration and leaving the building powerless. After she led all the patients and staff to safety, the military drafted her immediately.</i>						
	Subtitle(s) Hospital Hero						

Name	<i>Ocean Richardson</i>	STR 7	DEX 7	END 8	INT 6	EDU 6	SOC 8
Age	26 Career(s) <i>Army (Infantry, 2 terms)</i>						
Skills	<i>Athletics, Carouse, Drive, Gun Combat 2, Melee, Recon</i>						
Equipment	<i>Cloth Armour (3), Commdot, 2 Slug Pistols</i>						
Character	<i>Ocean has several things he likes in life. All of them are his to enjoy as part of the defence force for his homeworld. He gets to enjoy a good bar fight, a great military discount and he can carry his twin guns, Hammer and Nail, anywhere he wants legally. This makes him a happy man and there is no way he is ever going to retire from this great life.</i>						
	Subtitle(s) Ecstatic Carouser						

Name	<i>Pathis Raille</i>	STR 6	DEX 5	END 9	INT 6	EDU 6	SOC 5
Age	34 Career(s) <i>Army (Infantry, 4 terms)</i>						
Skills	<i>Athletics, Drive, Gun Combat, Leadership, Melee 2, Tactics (military)</i>						
Equipment	<i>Commdot, Cloth Armour (5), Laser Rifle</i>						
Character	<i>Pathis never though he would become an officer, passed over for promotion because he did not have the right background or breeding. When an alien assault force targeted High Command and wiped out half the leadership of the military, things changed. Now he commands his city's defence force with great skill and enthusiasm. He has something to prove.</i>						
	Subtitle(s) Driven Commander						

Name	<i>Tekark Ulambin</i>	STR 8	DEX 8	END 7	INT 6	EDU 5	SOC 4
Age	30 Career(s) <i>Army (Infantry, 3 terms)</i>						
Skills	<i>Athletics, Drive, Gun Combat, Heavy Weapons, Melee, Recon 2</i>						
Equipment	<i>Comm (TL 8), Mesh Armour, Rocket Launcher, Slug Pistol</i>						
Character	<i>The call to service that many soldiers feel in defence of their world was not the reason Tekark joined up. He had no choice, born into a caste that either became soldiers or toiled in the mineral mines. He has done both but his aptitudes better fit the military so he was assigned to a wall posting. This suits him; when he fires his rockets, he does not feel lowborn.</i>						
	Subtitle(s) Well-Armed Slave						

ENGINEERS

Name	<i>Base Gunter</i>	STR 6	DEX 6	END 7	INT 8	EDU 7	SOC 9
Age	30 Career(s) <i>Army (Support, 3 terms)</i>						
Skills	<i>Athletics, Comms 2, Heavy Weapons, Mechanic, Recon</i>						
Equipment	<i>Autorifle, Mesh Armour, Tool Kit</i>						
Character	<i>Base has a bone to pick with his superiors but he knows there is a time and a place for it. He has been assigned to one of the worst companies in the military and told to get their comms in full spec order by the time Command comes around for an inspection. The trouble is when the comms get fixed someone shoots them.</i>						
	Subtitle(s) Irritated Comms Tech						

Name	<i>Dorlean Hail</i>	STR 6	DEX 7	END 6	INT 8	EDU 8	SOC 8
Age	<i>26 Career(s) Marines (Support, 2 terms)</i>						
Skills	<i>Athletics, Gun Combat, Mechanic 2, Tactics</i>						
Equipment	<i>Autopistol, Computer (TL 11), Data Display/Recorder, Tool Kit</i>						
Character	<i>No one in basic training could hold a light stick to Dorlean. The test machines were no trouble for her and she looked forward to being just as much of a diva in the field. Then she got there. Out on the line, nothing is standard issue and no two machines seem to use the same parts. It is crazy. How is she supposed to do her job?</i>						
							Subtitle(s) Overwhelmed Tech

Name	<i>Garret Roy McLake</i>	STR 5	DEX 7	END 8	INT 8	EDU 9	SOC 6
Age	<i>30 Career(s) Army (Support, 3 terms)</i>						
Skills	<i>Athletics, Explosives 2, Heavy Weapons, Mechanic, Recon</i>						
Equipment	<i>Commdot, Explosives, Flak Jacket, Slug Pistol, Tool Kit</i>						
Character	<i>The only thing better than a perfectly rigged mine field in Garret's eyes is one on fire, the enemy lying everywhere and billows of smoke rising up into the sky. A true pyromaniac, the only thing that keeps him from just lighting his own barracks on fire to watch it burn is the knowledge that if he does it, the military will take all his lovely explosives away.</i>						
							Subtitle(s) Happy Firebug

Name	<i>Sii Sukmank</i>	STR 6	DEX 6	END 6	INT 7	EDU 8	SOC 6
Age	<i>26 Career(s) Marines (Support, 2 terms)</i>						
Skills	<i>Athletics, Battle Dress, Gun Combat, Mechanic, Tactics, Vacc Suit</i>						
Equipment	<i>Battle Dress, Neural Comm, Tool Kit</i>						
Character	<i>Sii is a ship systems combat engineer, his task to repair critical systems for his squad and defend his vessel against boarding actions at the same time. Accomplishing both is a matter of skill and the many wonderful systems of Kiiri, his personalised suit of battle dress. A little odd for a tech, his eccentricities are tolerated because of his service record.</i>						
							Subtitle(s) Hard-Shelled Tech

Name	<i>Storan Laneway</i>	STR 5	DEX 7	END 7	INT 9	EDU 10	SOC 6
Age	<i>Career(s) Marines (Support, 2 terms)</i>						
Skills	<i>Athletics, Engineer, Gun Combat, Leadership, Mechanic 2, Tactics</i>						
Equipment	<i>Autopistol, Cloth Armour (3), Commdot, Tool Kit</i>						
Character	<i>Storan is a good leader and a better tech. Storan has no authority over combat troops but is in charge of all the technicians. He reports to Field Command, a situation to his liking as Field Command is rarely even in the same solar system as the techs under his supervision.</i>						
							Subtitle(s) Tech in Charge

Name	<i>Trent Olbermann</i>	STR 6	DEX 5	END 5	INT 8	EDU 9	SOC 8
Age	<i>50 Career(s) Citizen (Worker, 3 terms), Army (Support, 5 terms)</i>						
Skills	<i>Athletics, Comms 2, Engineer 2, Explosives 3, Mechanic 2, Remote Operations 2</i>						
Equipment	<i>Cloth Armour (3), Explosives, Tool Kit</i>						
Character	<i>There was a time when Trent was the best there was with building a bomb or defusing one. Then age caught up with him and his steady hands began to shake. Now he does his best work either behind the controls of a remote or in the classroom, teaching others to do what he used to do so well. He often wishes he could trade places but this is his life now.</i>						
							Subtitle(s) Aging Demolitionist

FRIGATE NAVY

Name *Charlie Banderson* STR 6 DEX 7 END 6 INT 8 EDU 8 SOC 8

Age 30 Career(s) *Navy (Line/Crew, 3 terms)*

Skills *Comms, Pilot, Sensors 2, Vacc Suit*

Equipment *Cloth Armour (3), Commdot, Stunner*

Character *Charlie is a sensors operator on a ship of the line, one of the most powerful ships in his world's navy. He serves well and enjoys his job but he tries every tour to opt into either an officer position or serve on the bridge. He has the potential but his commanding officer has taken a dislike to him and blocks his every attempt. His dreams may never come true.* Subtitle(s) **Thwarted Scans**

Name *Diego Harris* STR 5 DEX 9 END 8 INT 6 EDU 9 SOC 11

Age 54 Career(s) *Navy (Flight, 9 Terms)*

Skills *Astrogation, Gun Combat, Gunner 2, Leadership, Pilot 3, Vacc Suit, Zero-G*

Equipment *Commdot, Snub Pistol, Tailored Vacc Suit*

Character *Diego Harris was a hotshot pilot until he hit 50. Then his military's policy forced him to be grounded and put him in a flight line advisory role. Now he watches young pilots head off the deck constantly, some never to return. That part does not phase him; he would be in the hot seat with them if he could. He feels utterly wasted on the sidelines.* Subtitle(s) **Retired Too Early**

Name *Dugail Mesleyan* STR 7 DEX 5 END 7 INT 8 EDU 7 SOC 8

Age 26 Career(s) *Navy (Line/Crew, 3 terms)*

Skills *Comms, Engineer (manoeuvre drive) 2, Mechanic, Pilot, Sensors 2, Vacc Suit*

Equipment *Comm (TL 10), Stunner, Tool Kit, Vacc Suit*

Character *Technically bridge crew, Dugail spends most of her time fixing the rusted hulk of a ship she serves. About 10 years past its decommissioned age, her battleship is only still flying because of two things – budget cuts and her. Her captain knows this and is very grateful. In fact, if she has to put up with his 'gratitude' much longer, he may be floating home in a pod.* Subtitle(s) **Vital Technician**

Name *Nizekanuu* STR 6 DEX 6 END 7 INT 7 EDU 6 SOC 9

Age 34 Career(s) *Navy (Flight, 3 Terms), Nobility (Administration)*

Skills *Admin, Astrogation, Gunner 2, Leadership, Pilot 2, Vacc Suit, Zero-G*

Equipment *Blade, Cloth Armour (3), Slug Pistol*

Character *Nizekanuu has a service record to be proud of and a bright future back on his homeworld. Before he can start living it, the vessel he served on has to return to there. Technically he is no longer military, having relinquished his commission automatically after his tour. In reality, he is crew until he returns home.* Subtitle(s) **Homesick Noble**

Name *Renotus Patellian* STR 8 DEX 7 END 8 INT 6 EDU 9 SOC 6

Age 34 Career(s) *Navy (Line/Crew, 4 terms)*

Skills *Comms, Engineer, Gun Combat, Mechanic, Sensors, Vacc Suit*

Equipment *Commdot, Cloth Armour, Stunner*

Character *Renotus was a common ship's hand until a disastrous boarding action left the vessel without marines or most of its engineering staff. Now he is Chief Engineer solely based on his skill and his survival. If the ship miraculously makes it to home port he has been promised a commission. Until then life is all panic and hard work with constant equipment failures.* Subtitle(s) **Overworked Tech**

Name	Warmann Kinney	STR 6	DEX 7	END 6	INT 7	EDU 7	SOC 8
Age	30 Career(s) Navy (Line/Crew, 3 terms)						
Skills	Admin, Gun Combat, Gunner, Mechanic, Pilot 3						
Equipment	Cloth Armour (3), Data Display/Recorder, Slug Pistol						
Character	There are only a few people his navy trusts at the helm of its three flagships, all three state of the art vessels and outfitted with all the latest technology. Warmann Kinney, one of those with that honour, is proud to have their faith and serves with the same distinction that earned him his reputation. He just wishes there was a good way to tell them their ship steers like a cow. Subtitle(s) Expert Pilot						

GROUND ASSAULT

Name	Armand Calliar	STR 7	DEX 8	END 8	INT 6	EDU 7	SOC 5
Age	34 Career(s) Marines (Ground Assault, 4 terms)						
Skills	Athletics, Battle Dress 2, Gun Combat 2, Heavy Weapons 2, Stealth						
Equipment	Battle Dress, Commdot, Laser Carbine, Rocket Launcher						
Character	There are few places in the galaxy Armand Calliar and his unit of drop troops cannot dominate. Armed and armoured to the teeth, they are devastation waiting to happen and rarely have to wait long between battles. Armand is a fairly simple man. He does his job, he does it well and if he makes it to the end of his career in one piece, he will go home to his parent's farm. Subtitle(s) Loyal Marine						

Name	Bishtaak Ioolj	STR 6	DEX 6	END 8	INT 7	EDU 8	SOC 6
Age	30 Career(s) Marines (Ground Assault, 3 terms)						
Skills	Athletics, Gun Combat 2, Heavy Weapons, Vacc Suit						
Equipment	Combat Armour, Commdot, Laser Rifle						
Character	Bishtaak was a normal member of his light armour platoon until the day he came home as its only survivor. After the inquiry where it was learned he had survived by dressing in his fallen commander's heavy armour without training, he was reassigned to ground assault. While he is not happy to be out in the field, he is grateful for his new suit of armour. Subtitle(s) Armour Recruit						

Name	Damiana Huston	STR 9	DEX 7	END 7	INT 6	EDU 6	SOC 5
Age	34 Career(s) Marines (Ground Assault, 4 terms)						
Skills	Athletics, Battle Dress, Gun Combat 2, Heavy Weapons 3						
Equipment	Battle Dress, Commdot, PGMP						
Character	Damiana calls her big gun 'Grim' and she goes nowhere without it. People in her unit know better than to get between her and her weapon, having seen the last cadet who tried. She is not a terribly social creature and aside from her PGMP has very few friends. Those she talks to know her to be gentle, almost fragile when she is out of her battle dress. Subtitle(s) Soft-Spoken Terror						

Name	Jacque Talmanau	STR 8	DEX 6	END 9	INT 7	EDU 5	SOC 6
Age	30 Career(s) Marines (Ground Assault, 3 terms)						
Skills	Athletics, Gun Combat 2, Heavy Weapons 2, Stealth 2						
Equipment	Flak Jacket, Rocket Launcher, Transceiver						
Character	Jacque is a formidable man and he knows it, a defence mechanism he keeps in place so no one can see how frightened he is all the time. A heavy striker in his lower tech world's military, he has seen too many people blown apart to ever feel safe in the field. He compensates with bluster and has all his company mates fooled. He seems a paragon and feels a coward. Subtitle(s) Frightened Man						

Name	<i>Portnoy Oswald</i>	STR 6	DEX 6	END 6	INT 5	EDU 6	SOC 7
Age	26 Career(s) <i>Marines (Ground Assault, 2 terms)</i>						
Skills	<i>Athletics, Battle Dress, Gun Combat 2, Heavy Weapons, Zero-G</i>						
Equipment	<i>Battle Dress with Grav Assist, Laser Rifle</i>						
Character	<i>Portnoy is a jumper, a heavy trooper with systems and training that let him leap over a battlefield and engage targets from the air. It is a vantage point he loves, flying over 'lesser mortals' and raining down bright death upon them. He has started to let the power go to his head, thinking of himself like an angel of death, untouchable and immortal.</i>						
	Subtitle(s) God-Complex Gunner						

Name	<i>Razor</i>	STR 8	DEX 9	END 11	INT 6	EDU 8	SOC 8
Age	30 Career(s) <i>Marines (Ground Assault, 3 terms)</i>						
Skills	<i>Athletics, Battle Dress 2, Gun Combat, Melee (blade), Stealth 3</i>						
Equipment	<i>Battle Dress with IR and Vislight Chameleon, Laser Carbine, Broadsword</i>						
Character	<i>If Razor has a real name, no one knows it. No one in his company except his commander even knows his face. Razor sleeps and eats in his armour, never leaving it and rarely visible unless he has to be. The only way some of his fellow troops even know he has been in the same battles they have is by all the cleaved corpses littering the way before they get there.</i>						
	Subtitle(s) Mysterious, Violent						

HEAVY GUNNERS

Name	<i>Boller Angian</i>	STR 7	DEX 7	END 7	INT 6	EDU 6	SOC 6
Age	26 Career(s) <i>Army (Infantry, 2 terms)</i>						
Skills	<i>Athletics, Drive, Gun Combat, Heavy Weapons 2</i>						
Equipment	<i>Cloth Armour, RAM, Snub Pistol</i>						
Character	<i>An eager soldier with a penchant for big guns, he was thrilled to be assigned to a hard strike task force and assigned a RAM assault weapon. He is very accurate with it and leads his company in kills. Of course, that is mostly because he tends to shoot first and wait for orders later. So far they have all been approved shots but his luck will run out.</i>						
	Subtitle(s) Trigger Happy						

Name	<i>Carway Michael Post</i>	STR 8	DEX 6	END 7	INT 4	EDU 5	SOC 6
Age	34 Career(s) <i>Army (Infantry, 4 terms)</i>						
Skills	<i>Athletics, Drive, Gun Combat, Heavy Weapons 2, Recon</i>						
Equipment	<i>Flak Jacket, Rocket Launcher, Transceiver</i>						
Character	<i>Carway is not a bright man and his superiors are well aware of it. That is why they have given him a very simple job and only the tools he needs to do it. His mission during any field action is to sit on a tactically important hill, wait for orders to come over his radio and then shoot whatever he is told to shoot until he is ordered to stop.</i>						
	Subtitle(s) Simple Shooter						

Name	<i>Ellen Carter</i>	STR 7	DEX 7	END 6	INT 8	EDU 6	SOC 5
Age	30 Career(s) <i>Army (Infantry, 3 terms)</i>						
Skills	<i>Athletics, Drive, Gun Combat, Heavy Weapons 2, Melee (unarmed)</i>						
Equipment	<i>Flak Jacket, Grenade Launcher, Snub Pistol</i>						
Character	<i>Ellen is a violent woman from a violent colony. For her, a career boiled down to two choices – crime or the military. Choosing the military, she was put into a squad where her tendencies matched her teammates. Given a grenade launcher and all the ammunition she can carry, she tends to shoot until her gun is dry and then beat people with it severely.</i>						
	Subtitle(s) Violent Femme						

MILITARY

Name	<i>Kargek Kanmaar</i>	STR 8	DEX 6	END 9	INT 8	EDU 9	SOC 4
Age	26	Career(s) <i>Army (Support, 2 terms)</i>					
Skills	<i>Athletics, Drive 2, Heavy Weapons, Mechanic 2</i>						
Equipment	<i>AFV, Cloth Armour (3), Laser Rifle, Tool Kit</i>						
Character	<i>Kargek got his military start as a technician working on heavy vehicles. When he heard a company was cut off and no support could reach them he got in the AFV he was repairing and came to their rescue. Command assigned him to that unit on the spot and provided him with a laser rifle to defend his AFV.</i>						
							Subtitle(s) Gun happy Tech

Name	<i>Milhane Conners</i>	STR 8	DEX 8	END 7	INT 5	EDU 6	SOC 8
Age	38	Career(s) <i>Army (Infantry, 5 terms)</i>					
Skills	<i>Advocate, Athletics, Drive, Gun Combat, Heavy Weapons, Leadership 2</i>						
Equipment	<i>Cloth Armour (5), Neural Comm, Rocket Launcher</i>						
Character	<i>Milhane is a field promoted leader, given command because no one else wanted the risk of leading one of the units in their military with the highest mortality rating. Ironically, since shoving the role upon him, Milhane has greatly improved the survival rate in his squad and they now have the highest survivability of any heavy gunnery unit in the service.</i>						
							Subtitle(s) Leader with Firepower

Name	<i>Zam Tasselway</i>	STR 9	DEX 10	END 7	INT 7	EDU 6	SOC 6
Age	34	Career(s) <i>Army (Infantry, 4 terms)</i>					
Skills	<i>Admin, Athletics, Battle Dress, Drive, Gun Combat, Heavy Weapons 3</i>						
Equipment	<i>Battle Dress, FGMP, Strength Augmentation</i>						
Character	<i>Zam was a runaway and a conscript before the Augmented Soldier Program took her in and gave her a purpose. Now that she is in command of one of the most powerful portable weapons known to man, her confidence has gone up and she no longer behaves like a frightened little girl. The change is quite striking, leading some to wonder what was 'augmented'.</i>						
							Subtitle(s) Lady Sharpshooter

INFANTRY

Name	<i>Isiah Roland</i>	STR 6	DEX 8	END 6	INT 5	EDU 6	SOC 5
Age	22	Career(s) <i>Army (Infantry, 2 terms)</i>					
Skills	<i>Athletics, Gun Combat, Melee, Recon</i>						
Equipment	<i>Assault Rifle, Flak Jacket</i>						
Character	<i>Isiah remembers the day when the soldiers came through his neighbourhood, riding bright new vehicles and offering stipend cheques to any family that signed up a child of legal age. He was excited at the time and his enthusiasm has not waned even through basic training. Looking forward to his first combat posting, he may be in for a very rude awakening.</i>						
							Subtitle(s) Bright Eyed Private

Name	<i>Jake Halverson</i>	STR 7	DEX 6	END 7	INT 7	EDU 6	SOC 6
Age	26	Career(s) <i>Army (Infantry, 2 terms)</i>					
Skills	<i>Athletics, Gun Combat, Melee, Recon 2, Survival</i>						
Equipment	<i>Autopistol, Autorifle, Flak Jacket, Transceiver</i>						
Character	<i>Jake is one of the 'lucky' soldiers in the infantry. Not assigned to the front lines, his skills at recon and survival ensured him a place on the intel teams that get fielded first. Dressed in camouflage and sent into hostile territory to map the land and send back scans, he is a surveyor first and a soldier second. Exactly the way he likes things.</i>						
							Subtitle(s) Recon Ranger

Name	Kipkar Simultoh	STR 6	DEX 8	END 6	INT 6	EDU 8	SOC 5
Age	30 Career(s) Army (Infantry, 3 terms)						
Skills	Athletics, Gun Combat, Heavy Weapons 2, Melee, Recon						
Equipment	Cloth Armour (5), Rocket Launcher, Snub Pistol						
Character	Kipkar has one job in combat and he does it well; he waits for a target to get painted by forward recon and then he peppers it with whatever rocket loads are necessary to crack it open or pin it down. He has no compunction about his targets; orders are orders. Fragmentation against a group of civilians? If they get painted, they get pasted. There is no hesitation. Subtitle(s) Dutiful Gunner						

Name	Naomi Cannes-Oster	STR 5	DEX 7	END 6	INT 8	EDU 8	SOC 9
Age	26 Career(s) Army (Infantry, 2 terms)						
Skills	Admin, Athletics, Gun Combat, Medic, Melee, Recon						
Equipment	Autorifle, Cloth Armour (5) Comm (TL 10)						
Character	Naomi comes from a well respected family and when she enlisted she was guaranteed an officer's commission right out of basic training. When the time came there were no openings and her field of study had no positions left either. That put her onto a waiting list for both and into the infantry for the time being. She could not be in a worse hell or so she thinks. Subtitle(s) Misplaced Soldier						

Name	William Gyhorn	STR 6	DEX 6	END 9	INT 8	EDU 7	SOC 6
Age	34 Career(s) Army (Infantry, 4 terms)						
Skills	Admin, Athletics, Gun Combat 2, Leadership, Melee 2, Tactics (military)						
Equipment	Autopistol, Cloth Armour (5), Comm (TL 8)						
Character	William is an old school officer, earning his commission in the field and proud of that fact. He has little use for fresh officers right out of basic and he does not much listen to them unless he has to do so. He leads by example and he stays stuck in with the troops at all times, fighting in his commander's uniform without a second thought. His troops love him. Subtitle(s) Loved Sergeant						

Name	Zerrak Cantrell	STR 8	DEX 11	END 6	INT 7	EDU 7	SOC 5
Age	26 Career(s) Army (Infantry, 2 terms)						
Skills	Athletics, Gun Combat 2, Melee, Recon						
Equipment	Commdot, Flak Jacket, Laser Rifle						
Character	Zerrak is a tactical support soldier for his infantry team, turning his laser rifle's deadly beam on anything in their way. He is a quiet man with deadly accurate aim and his skills have never been in doubt since the day he swept through his training school's confidence course and took every target medal available in his very first pass. His codename is 'Hawkeye'. Subtitle(s) Laz Gun Prodigy						

LINE CREWS

Name	Alan Cartland	STR 6	DEX 5	END 7	INT 7	EDU 7	SOC 7
Age	30 Career(s) Navy (Line/Crew, 3 terms)						
Skills	Admin, Gun Combat, Gunner 2, Mechanic, Pilot						
Equipment	Cloth Armour (3), Commdot, Stunner						
Character	A skilled gunner and a likable crewman, Alan is set to go far in the navy if he can just hide his one dirty little secret. Just before he enlisted, a friend slipped him a little something extra in his drink and now he is addicted to a rare drug. Though he wants to quit it, the dependency is deeply biological and, if discovered, his discharge would be automatic. Subtitle(s) Shipmate with a Secret						

Name	Corry Haimman	STR 6	DEX 6	END 6	INT 8	EDU 8	SOC 6
Age	26	Career(s) Navy (Line/Crew, 2 terms)					
Skills	Admin, Gun Combat, Gunner, Pilot, Sensors 2						
Equipment	Cloth Armour (3), Commdot, Snub Pistol						
Character	<i>Willing to do whatever it takes to do a good job, Corry is not above taking credit for other people's effort. In fact that is how he has risen as far as he has in just a few years with the navy, riding the coat-tails of a class mate all the way onto a ship of the line. Now he actually has to work or he will be caught out as a fraud. Corry is not a happy man.</i>						
							Subtitle(s) Conman in Trouble

Name	Ester-Ann Davies	STR 6	DEX 7	END 7	INT 7	EDU 9	SOC 8
Age	34	Career(s) Navy (Line/Crew, 4 terms)					
Skills	Admin, Gun Combat, Gunner, Leadership, Pilot 2						
Equipment	Cloth Armour (3), Neural Comm, Stunner						
Character	<i>Ester-Ann has proven her leadership ability both in battle and outside of action. She tries hard to maintain that role and reputation, a hard thing to do in a navy that, like every form of authority on her world, is a patriarchy of the highest order. She has an uphill climb but she is a born fighter and the smart bet is she will make Admiral someday.</i>						
							Subtitle(s) Rising Naval Star

Name	Lipuryk Sondan	STR 6	DEX 6	END 7	INT 6	EDU 7	SOC 6
Age	30	Career(s) Navy (Line/Crew, 3 terms)					
Skills	Admin, Gun Combat, Gunner, Mechanic, Pilot 3						
Equipment	Cloth Armour (3), Stub Pistol						
Character	<i>A born pilot, Lipuryk is known for getting his big ship out of danger even when the odds are stacked against it. Having pulled his ship out of the inferno of battle more than a few times, some say he leads a charmed life. True or not, his reputation calls some of the best and brightest out of the academy to his vessel, a win-win for Lipuryk's lucky captain.</i>						
							Subtitle(s) Fortunate Helmsman

Name	Nancy Andrews	STR 5	DEX 9	END 6	INT 9	EDU 9	SOC 8
Age	34	Career(s) Navy (Line/Crew, 3 terms)					
Skills	Admin, Gun Combat, Gunner 2, Mechanic, Tactics (naval)						
Equipment	Cloth Armour (3), Commdot						
Character	<i>Nancy was blessed with great eye-hand coordination, a talent that has provided her with a very high kill record during her career. More at home in the gunner's seat than even back in her berth, Nancy has started to display a strong sense of tactics and will not likely be a non-commissioned officer for much longer. She lives in dread of that day.</i>						
							Subtitle(s) Natural at Tactical

Name	Yalley Osmond	STR 5	DEX 6	END 5	INT 6	EDU 8	SOC 5
Age	46	Career(s) Navy (Line/Crew, 7 terms)					
Skills	Admin, Comms 2, Gun Combat 2, Gunner, Language 0, Mechanic, Pilot 2, Zero-G 2						
Equipment	Autopistol, Commdot, Flak Jacket						
Character	<i>Yalley is an old spacehand, having been a line crewman longer than some cadets have been alive. He knows a little bit of everything and he can man any station on the ship. To hear him tell it, he has. To read the official action reports of the vessels he has served on, he is understating things greatly. He has seen enough combat and action for three careers.</i>						
							Subtitle(s) Modest Master Chief

MERCENARIES

Name	Calorin Vass	STR 7	DEX 6	END 6	INT 6	EDU 7	SOC 5
Age	26 Career(s) <i>Army (Support, 2 terms)</i>						
Skills	<i>Admin, Drive, Flyer, Heavy Weapons, Mechanic, Medic, Melee (unarmed)</i>						
Equipment	<i>Flak Jacket, Grenade Launcher, Stub Pistol, Tool Kit</i>						
Character	<i>Calorin Vass is a vagrant with a gun, a wanderer with a spanner and a yen for combat whenever and wherever he can find it. He is usually kept employed because his skills are sharp, his rates are low and his attitude never gets in the way of getting the job done. After he is paid, he is gone the same day, never working for the same employer twice.</i>						
	Subtitle(s) Wandering Gun						

Name	Elver Prassley	STR 6	DEX 5	END 7	INT 6	EDU 8	SOC 9
Age	30 Career(s) <i>Nobility (Dilettante), Army (Infantry, 2 terms)</i>						
Skills	<i>Art (singing), Carouse, Drive, Gun Combat 2, Leadership, Medic</i>						
Equipment	<i>Assault Rifle, Cloth Armour (5), Grooming Products</i>						
Character	<i>In the mercenary world, Elmer is something of a legend. Good with a gun and good in a pinch, Elver is best known for his love of fine living and his singing voice. Sometimes breaking into song even in the midst of battle, the common joke in the places he serves is that people know he is in serious trouble when the comms go quiet for more than a minute.</i>						
	Subtitle(s) Singing Mercenary						

Name	Mekean Oversalt	STR 6	DEX 7	END 7	INT 6	EDU 6	SOC 4
Age	34 Career(s) <i>Marines (Ground Assault, 4 terms)</i>						
Skills	<i>Athletics, Battle Dress 2, Gun Combat, Heavy Weapons, Recon 3, Stealth</i>						
Equipment	<i>Battle Dress with IR Chameleon, RAM</i>						
Character	<i>Mekean serves best when he is left alone to do his job. He calls himself a 'hidden gun emplacement' and his service record backs him up. He secrets himself behind enemy lines before a battle and just waits, only coming out of hiding to take a critical shot at some vital part of the enemy force. Once up he pounds the back lines, sowing chaos and disarray.</i>						
	Subtitle(s) Stealth Cannon						

Name	Morel Fiendly	STR 6	DEX 8	END 7	INT 7	EDU 5	SOC 6
Age	30 Career(s) <i>Army (Infantry, 3 terms)</i>						
Skills	<i>Admin, Athletics, Gun Combat, Heavy Weapons, Melee, Recon, Stealth</i>						
Equipment	<i>Autorifle, Flak Jacket, Grenade Launcher</i>						
Character	<i>A more well rounded soldier would be hard to find. Morel swears loyalty to no one but is well known for being a stickler to his contracts. What he is paid to do, he does. What he is not paid to do, he does not. He has never broken a contract and he never intends to, knowing quite well that a mercenary has no friends and only his reputation keeps him alive and in work.</i>						
	Subtitle(s) Dependable Merc						

Name	Oswin Prouse	STR 6	DEX 8	END 8	INT 8	EDU 8	SOC 5
Age	42 Career(s) <i>Army (Infantry, 3 terms), Marines (Star Marines, 3 terms)</i>						
Skills	<i>Athletics, Battle Dress, Gun Combat 2, Heavy Weapons 3, Vacc Suit, Zero-G</i>						
Equipment	<i>Battle Dress with Medikit, Combat Drugs, Neural Comm, Plasma Rifle</i>						
Character	<i>Wearing a personally designed suit of battle dress and carrying a weapon built for him by a good friend, Oswin sells himself as a One Man Army and proves it on every job. As he gets older he wishes to continue in his line of work, forcing him to work for anagathics instead of credits sometimes. Even so, he is doing what he loves and is damn good at it.</i>						
	Subtitle(s) One Man Army						

Name	Vain 'Hotshot' Rally	STR 6	DEX 8	END 5	INT 6	EDU 6	SOC 5
Age	30 Career(s) Army (Infantry, 3 terms)						
Skills	Athletics, Drive, Gun Combat 2, Heavy Weapons, Melee (unarmed), Recon						
Equipment	Cloth Armour (5) with Smart Fabric, Grenades, Ground Car (bike), Laser Rifle						
Character	A trained sniper, Vain lives up to his name by demanding the best in everything he does. Meticulous about his equipment and his appearance, his playboy attitude is tolerated because he has an impressive number of commander kills. That is his speciality, finding enemy commanders in the field and bringing them down with one well-placed 'hot shot'.						
	Subtitle(s) Flamboyant Assassin						

MILITARY INTELLIGENCE

Name	Desmond Westerhouse	STR 5	DEX 6	END 6	INT 8	EDU 8	SOC 7
Age	34 Career(s) Agent (Intelligence, 4 terms)						
Skills	Advocate, Comms 2, Computers, Investigate 2, Language, Recon, Streetwise						
Equipment	Comm (TL 10), Hand Computer						
Character	Desmond is a tapper, a military intelligence officer in charge of line taps and listening in on enemy transmissions. Provided with programs to translate for him when he needs them, he has still managed to pick up a smattering of various tongues. Trusted to flag important information he is often just put in a room for days at a time, just the way he likes it.						
	Subtitle(s) Private Eavesdropper						

Name	Eagal 'Wraith' Prinston	STR 6	DEX 7	END 6	INT 7	EDU 7	SOC 8
Age	30 Career(s) Agent (Intelligence, 3 terms)						
Skills	Advocate, Gun Combat, Investigate 2, Language, Recon, Stealth 2						
Equipment	Autopistol, Bugs, Cloth Armour (5) with IR and Vislight Chameleon, Hand Computer						
Character	Eagal works deep cover for his military agency, taking observation devices into enemy structures and remaining there long enough to be sure they are placed where they will feed back the best information. He enjoys the work and loves the thrill of being within a few feet of someone and never being noticed. He gets quite a rush from being invisible.						
	Subtitle(s) Military Ghost						

Name	Fittesh Olktark	STR 6	DEX 5	END 7	INT 6	EDU 8	SOC 10
Age	30 Career(s) Agent (Intelligence, 2 terms), Army (Support)						
Skills	Comms, Deception, Diplomat, Gun Combat, Investigate, Streetwise						
Equipment	Cloth Armour (5), Neural Comm, Snub Pistol						
Character	An open agent in a world of espionage, Fittesh is a man of great skill at diplomacy and subterfuge. Used by his military as a contact between them and other agencies or enemy organisations, he is fully trained in all diplomatic protocols and capable of defending himself when the mission gets ugly. Handsome and well bred, he is a spy's spy.						
	Subtitle(s) Agency Face						

Name	Maisie Almahari	STR 5	DEX 8	END 8	INT 9	EDU 8	SOC 9
Age	30 Career(s) Entertainer (Performer), Agent (Intelligence, 2 terms)						
Skills	Advocate, Art (dancing), Deception, Investigate 2, Persuade 2						
Equipment	Comm (TL 10), Fine Clothes, Hidden Stunner						
Character	Maisie could have been a famous dancer if fate had allowed it but instead she was born in a time of bitter war between her nation and one bent on world conquest. When she was recruited to use her gifts for the military, she readily accepted and has since become one of the most provocative agents in her world's history. 'Alma Hari' has already become famous.						
	Subtitle(s) Seductress Spy						

Name	Reagen Seldom	STR 7	DEX 8	END 7	INT 7	EDU 8	SOC 8
Age	34 Career(s) Scholar (Field Researcher, 2 terms), Agent (Intelligence, 2 terms)						
Skills	Advocate, Comms 2, Investigate 2, Language 2, Social Science (linguistics) 2						
Equipment	Commdot, Computer (TL 11)						
Character	A scientist with a gift for languages, he was drafted into the Intelligence service and his talents put to work cracking the previously unbreakable code of a hostile military. After a painstaking time and heavy pressure he managed to do so, earning the government's gratitude and insuring that he will never work for anyone but Intelligence again.						
	Subtitle(s) Linguistic Agent						

Name	Tyler Baird	STR 6	DEX 5	END 5	INT 9	EDU 10	SOC 8
Age	46 Career(s) Agent (Intelligence, 4 terms), Scholar (Scientist, 3 terms)						
Skills	Comms 2, Computers, Engineer 2, Mechanic 2, Physical Science (electronics)						
Equipment	Comm (TL 10), Computer (TL 13, prototype), Various Inventions						
Character	Tyler Baird, usually just called 'T' in the agency, is a scientist and inventor with a good grasp of the needs a soldier or spy might have in the field. All of his work is tailored for the latter, being either concealable, self-destructing or both. His favourite things to build are specialised ground cars but so few of them ever survive their first assignment.						
	Subtitle(s) Military Inventor						

MILITARY RESERVES

Name	Alistan Wright	STR 7	DEX 6	END 7	INT 6	EDU 8	SOC 6
Age	26 Career(s) Army (Infantry, 2 terms)						
Skills	Athletics, Drive, Gun Combat 2, Melee (unarmed), Recon						
Equipment	Assault Rifle, Comms (TL 10), Flak Jacket						
Character	Always happy to help, Alistan is one of the few that does not mind the shift in his world's military policy making reserve service and training mandatory. To his way of thinking, military service is the price citizens should pay for all the government programs that exist on their behalf. His opinion is not a popular one but that does not dissuade him from speaking it.						
	Subtitle(s) Willing Reservist						

Name	Caiman Highland	STR 5	DEX 7	END 6	INT 7	EDU 7	SOC 7
Age	30 Career(s) Army (Infantry, 3 terms)						
Skills	Athletics, Drive, Gun Combat 2, Recon						
Equipment	Mesh Armour, Rifle						
Character	Caiman had a nice business and a good home before the call to arms pulled him and his brothers into the reserves. It was only supposed to be a summer of training and then a week of service a month for three years. That changed halfway through training when the enemy came. He knew this would happen.						
	Subtitle(s) Resigned Soldier						

Name	Galkiik Istinnash	STR 6	DEX 8	END 7	INT 8	EDU 8	SOC 5
Age	26 Career(s) Army (Infantry, 2 terms)						
Skills	Drive, Gun Combat, Heavy Weapons, Mechanic, Trade (space construction)						
Equipment	Autopistol, Cloth Armour (3), Rocket Launcher, Tool Kit						
Character	Galkiik divides his time between the orbital platform and the military training camp below, learning to both build and destroy. For a middle casteman it seems like kismet, a fitting way for him to serve the empire. While he has no real enthusiasm for either job, it does seem like soldiering is physically easier and if he could, he would choose active duty.						
	Subtitle(s) Worker Warrior						

MILITARY

Name	Laron Hannigan	STR 6	DEX 7	END 7	INT 5	EDU 5	SOC 4
Age	26 Career(s) Army (Infantry, 2 terms)						
Skills	Drive, Gun Combat, Melee (unarmed), Recon 2						
Equipment	Autorifle, Ground Car (bike), Neural Comm						
Character	If there is any justice in the universe, Laron Hannigan will be able to someday jump the fence of his training compound and ride into the night. Serving in the reserves is his 'punishment' for a spate of unpaid tickets and the rub is he is being made to use his own bike for training. They ruined its paint job by spraying on camo. Some things you just do not touch. Subtitle(s) Furious Biker						

Name	Maite John Ulbright	STR 6	DEX 7	END 6	INT 7	EDU 7	SOC 10
Age	34 Career(s) Nobility (Dilettante, 3 terms), Army (Infantry)						
Skills	Art (storytelling), Carouse 2, Comms, Diplomat, Gun Combat 2, Leadership						
Equipment	Autopistol, Cloth Armour (5), Commdot						
Character	Maite enjoys his reserve status because it lets him tell people he is a soldier without anywhere near the hard work required in actually being one. When the subject of what action he has seen comes up he is quite likely to come up with half truths and outright lies, embellishing his lacklustre service to the point of somewhere between legendary and godlike. Subtitle(s) Reserves Braggart						

Name	Phillipe Kauftmaan	STR 8	DEX 6	END 7	INT 6	EDU 6	SOC 6
Age	26 Career(s) Citizen (Colonist), Army (Infantry)						
Skills	Athletics, Gun Combat, Stealth, Streetwise, Trade (civil engineering)						
Equipment	Autopistol, Flak Jacket						
Character	Phillipe was on the edge, a man about one day from ending it all. When the draft came and assigned him to the reserves, he thought it was the worst thing that could ever have happened. Instead it taught him discipline and a few valuable skills, things he never had before. Now Phillipe loves life and loves the 'corps, a completely changed man. Subtitle(s) Suicidal Reborn						

MILITIAS

Name	Arthur Poilant	STR 5	DEX 10	END 9	INT 6	EDU 5	SOC 10
Age	22 Career(s) Nobility (Dilettante)						
Skills	Carouse, Jack of All Trades, Melee (unarmed), Streetwise						
Equipment	Commdot, Snub Pistol						
Character	A lay-about who is only part of the militia because there is nothing for a noble child to do if all his favourite haunts burn down, Arthur is almost universally despised by his fellows. He has a habit of talking when he is nervous which, once handed a gun, is pretty much constantly. If he would just shut up he would be tolerable but that is not likely to happen. Subtitle(s) Constant Chatterer						

Name	Dulin Camar	STR 5	DEX 6	END 7	INT 9	EDU 9	SOC 6
Age	30 Career(s) Scholar (Scientist, 3 terms)						
Skills	Computers 2, Engineer (Electronics), Science (Electronics), Science (Physics)						
Equipment	Autorifle, Comm (TL 10), Computer (TL 12), Data Display/Recorder						
Character	Dulin has been drafted into the militia as a matter of necessity. No one wants to see him with a gun for fear of what he might accidentally do with it. He is smart enough but people suspect he has not even seen the sun or stepped outside of the university in years. Unfortunately for the militia's chances, they are right. Luckily, Dulin has always been a quick study. Subtitle(s) Militia Genius						

Name	<i>Henna Carolina</i>	STR 5	DEX 7	END 6	INT 7	EDU 8	SOC 10
Age	26 Career(s) <i>Nobility (Diplomat, 2 terms)</i>						
Skills	<i>Advocate, Deception, Diplomat, Gun Combat, Persuade</i>						
Equipment	<i>Autopistol, Cloth Armour (2), Comm (TL 8)</i>						
Character	<i>Henna joined the militia even though her gender excused her from service. If her father and brothers had to fight, why should she be left behind? While she has only rudimentary military skills, she actually wants to be in the militia and that means a lot when most of her fellow soldiers have no desire to serve at all. Her enthusiasm has been good for morale.</i>						
	Subtitle(s) Noble Booster						

Name	<i>Jothan Norvalis</i>	STR 8	DEX 7	END 7	INT 7	EDU 5	SOC 6
Age	34 Career(s) <i>Citizen (Corporate, 2 terms), Agent (Law Enforcement, 2 terms)</i>						
Skills	<i>Advocate, Broker, Gun Combat, Investigate, Melee (Unarmed), Streetwise</i>						
Equipment	<i>Autopistol, Commdot, Flak Jacket (6), Hand Computer</i>						
Character	<i>A policeman turned soldier, he brings a lot of skill to the militia that it sorely lacks. He knows how to handle a gun, can reconnoitre the streets because he knows them well and he is used to long hours and harsh conditions. As the militia grows, he can count on being asked to help train the green inductees as they arrive and he had better do so quickly.</i>						
	Subtitle(s) Police Turned Private						

Name	<i>Stanley Couprik</i>	STR 5	DEX 8	END 7	INT 6	EDU 6	SOC 9
Age	26 Career(s) <i>Entertainer (Performer, 2 terms)</i>						
Skills	<i>Advocate, Art (acting), Carouse, Deception, Gun Combat, Persuade</i>						
Equipment	<i>Assault Rifle, Cloth Armour (2), Comm (TL 8)</i>						
Character	<i>A minor celebrity with a well known face, Stanley has been doing his part to help the militia effort by travelling to all of the induction camps and entertaining them as best he can as a one man show. He knows the time is coming soon when everyone will have to set aside the lives they had and fight for the ones they have left behind. If he can help in any way, he will.</i>						
	Subtitle(s) A True Star						

Name	<i>Xayne Torres</i>	STR 6	DEX 8	END 9	INT 8	EDU 8	SOC 6
Age	50 Career(s) <i>Marines (Support, 5 terms), Civilian (worker, 3 terms)</i>						
Skills	<i>Battle Dress, Comms, Drive, Gun Combat 2, Leadership, Medic 3, Trade (farming)</i>						
Equipment	<i>ACR, Combat Armour, Commdot, Grenades, Medikit</i>						
Character	<i>A long-retired soldier who moved to a quiet world to take up farming and forget the old days, Xayne has had the old days thrust back upon him with the coming of an alien force to conquer his chosen world. Despite misgivings, he has dusted off his armour, loaded his rifle and joined the militia. This has come as both a shock and a godsend to them.</i>						
	Subtitle(s) Retired Saviour						

OPERATIONS

Name	<i>Burt Sherman</i>	STR 6	DEX 6	END 6	INT 8	EDU 7	SOC 7
Age	30 Career(s) <i>Army (Support, 3 terms)</i>						
Skills	<i>Admin, Drive, Gun Combat 2, Leadership, Mechanic</i>						
Equipment	<i>Cloth Armour (3), Snub Pistol</i>						
Character	<i>With a good record of service behind him and a new officer's commission to his credit, Burt Sherman is a welcome addition to his military's operations department. He is glad to be there, mostly because Ops is located a long way from the front lines where he was serving. That is a move that makes his family and his parents very happy as well.</i>						
	Subtitle(s) Fortunate Move						

Name	<i>Dziktal Argan</i>	STR 5	DEX 6	END 6	INT 7	EDU 6	SOC 7
Age	26 Career(s) <i>Marines (Support, 2 terms)</i>						
Skills	<i>Athletics, Comms, Gun Combat, Mechanic, Sensors, Tactics</i>						
Equipment	<i>Comm (TL 10), Hand Computer</i>						
Character	<i>Dziktal has been in logistics for years and knows what soldiers need in the field because he has been there. Always on the lookout for new ways to process battle data and impart it to the troops, he is a well known and welcome voice to the men of the units he oversees from a tactical sense. Occasionally called 'God' by the soldiers, he is always good for a laugh.</i>						
	Subtitle(s) Eye in the Sky						

Name	<i>Lorval Tansen</i>	STR 6	DEX 4	END 6	INT 8	EDU 8	SOC 8
Age	50 Career(s) <i>Army (Support, 8 terms)</i>						
Skills	<i>Admin, Advocate, Drive, Gun Combat 2, Leadership 2, Tactics 3</i>						
Equipment	<i>Cloth Armour (5), Snub Pistol</i>						
Character	<i>A serviceman long before he was an officer, Lorval does the tactical briefings to other men and women in war rooms and governmental meeting halls all over the world. A respected commander and a noted tactician, his usefulness to the Operations department of his military cannot be overstated. Though he is due to retire soon, most doubt it will ever happen.</i>						
	Subtitle(s) Lifelong General						

Name	<i>King Pierson</i>	STR 7	DEX 7	END 6	INT 6	EDU 8	SOC 6
Age	30 Career(s) <i>Navy (Line/Crew, 3 terms)</i>						
Skills	<i>Astrogation, Comms 2, Leadership, Pilot</i>						
Equipment	<i>Neural Comm, Uniform</i>						
Character	<i>King Pierson is a flight controller for the naval station over his homeworld, the largest space station his planet has ever built. Working his way steadily up the command chain, he intends to be chief comptroller when the current head steps down. While many of his colleagues fall away due to the pressure of the job, he thrives on it. The harder it gets, the better.</i>						
	Subtitle(s) Control Addict						

Name	<i>Marshia Robermo</i>	STR 6	DEX 7	END 5	INT 10	EDU 9	SOC 8
Age	34 Career(s) <i>Navy (Engineering/Gunnery, 4 terms)</i>						
Skills	<i>Admin, Computers 2, Engineer, Gunner, Mechanic</i>						
Equipment	<i>Commdot, Cloth Armour (3), Stunner</i>						
Character	<i>Operation centres have to stay online and functional at all times. A blackout in the Ops room can blind an entire military force. Marshia's job is to make certain that does not happen. Her performance is measured in run-days, a measure of how many continuous days Ops has been functioning at full computer capacity. Few achieve 100. She is at 280 and counting.</i>						
	Subtitle(s) Skilled Admin						

Name	<i>Rachel Mordhien</i>	STR 5	DEX 5	END 6	INT 9	EDU 8	SOC 7
Age	30 Career(s) <i>Marines (Support, 3 terms)</i>						
Skills	<i>Athletic, Comms, Computers, Gun Combat, Mechanic, Sensors</i>						
Equipment	<i>Cloth Armour (5), Hand Computer, Rifle</i>						
Character	<i>Every Ops centre needs an overseer and for her command staff, Rachel is it. A bright smile every morning and a friendly word for every member of the staff makes her a welcome and vital component to the logistics crew. Qualified on every system, Rachel's only real concern is that when she goes on maternity leave, it will all fall apart without her.</i>						
	Subtitle(s) Operations Lynchpin						

PRISON UNITS

Name	<i>Bester Praylin</i>	STR 6	DEX 7	END 7	INT 6	EDU 6	SOC 5
Age	26	Career(s) <i>Rogue (Enforcer, 2 terms)</i>					
Skills	<i>Athletics, Deception, Gun Combat, Stealth 2</i>						
Equipment	<i>Autorifle, Commdot, Mesh Armour</i>						
Character	<i>Inside, the only way to survive is to have friends or stay out of sight. When all his friends got taken out in an escape gone bad, hiding was all Bester had left. That skill serves him in good stead now that he is a prisoner attack squad assigned to the army. Not looking to get shot, he spends as much time hiding when in the field as he can, shooting just enough to survive.</i>						
	Subtitle(s) Sneaky Convict						

Name	<i>Estelle Aguierre</i>	STR 5	DEX 8	END 7	INT 7	EDU 7	SOC 6
Age	30	Career(s) <i>Rogue (Thief, 3 terms)</i>					
Skills	<i>Athletics (co-ordination) 2, Deception, Gun Combat 2, Recon, Streetwise</i>						
Equipment	<i>Assault Rifle, Cloth Armour (3), Commdot, Tracking Anklet</i>						
Character	<i>While Estelle's skills as a cat burglar are not in high military demand, her agility and natural talent with a firearm allowed her to qualify for a place in her prison's military conscript unit. She has no illusions of the dangers involved in literally being a disposable soldier but given the place she just got out of, anywhere is safer than going back to her cell.</i>						
	Subtitle(s) Willing Conscript						

Name	<i>Haymon Trestrel</i>	STR 7	DEX 8	END 8	INT 6	EDU 5	SOC 4
Age	22	Career(s) <i>Army (Infantry)</i>					
Skills	<i>Athletics, Drive, Gun Combat, Melee 2, Recon</i>						
Equipment	<i>Autorifle, Explosive Collar, Uniform</i>						
Character	<i>Haymon is a man with no luck at all. Not only did he get caught after only being AWOL from basic training a single day but after sending him to prison his world instituted a prison conscript policy that ended up sending him right back into the military system he had tried so hard to escape. Now he is the same private but with a tracking chip and no freedom.</i>						
	Subtitle(s) Unlucky Deserter						

Name	<i>Kurtis Whitaker</i>	STR 6	DEX 6	END 8	INT 6	EDU 8	SOC 7
Age	30	Career(s) <i>Rogue (Enforcer), Army (Support, 2 terms)</i>					
Skills	<i>Athletics, Deception, Gun Combat, Mechanic, Medic</i>						
Equipment	<i>Autorifle, Commdot, Mesh Armour</i>						
Character	<i>Kurtis is living proof that the conscription service can work. Once a thug on a dead end path into the grave or death row, he has been a prisoner soldier for nearly eight years and it has completely changed his life. He has even qualified for non-commissioned rank and educational benefits. His story is one every new 'recruit' is told upon arrival.</i>						
	Subtitle(s) Rehabilitated Man						

Name	<i>Montroi Deggun</i>	STR 6	DEX 6	END 7	INT 7	EDU 7	SOC 6
Age	26	Career(s) <i>Entertainer (Performer, 2 terms)</i>					
Skills	<i>Advocate, Art (singing) 2, Carouse, Streetwise</i>						
Equipment	<i>Autorifle, Cloth Armour (3), Tracking Anklet</i>						
Character	<i>On the outside Montroi was a star, living it up and enjoying the on-the-edge lifestyle that helped sell his music to billions. Then that lifestyle came back to haunt him in a horrible night of street violence and an arrest for murder. Though Montroi hates this prison soldier force he is in now, he knows it will make him an even bigger star if he survives it.</i>						
	Subtitle(s) Edgy Musician Soldier						

Name	<i>Wandrel Carter</i>	STR 5	DEX 5	END 6	INT 10	EDU 10	SOC 8
Age	42	Career(s) <i>Citizen (Corporate, 6 terms)</i>					
Skills	<i>Admin, Advocate, Broker 3, Computers, Jack of all Trades, Leadership</i>						
Equipment	<i>Autorifle, Commdot, Explosive Collar, Mesh Armour</i>						
Character	<i>Wandrel was a mild-mannered businessman until the morning he was arrested for his wife's murder. While in prison he got along by doing financial work for the guards. Knowing the authorities would never let him go he volunteers for the prison military unit as part of his bid for freedom. Smart as he is, he never figured on explosive collars.</i>						
							Subtitle(s) Accountant Soldier

PRIVATE DEFENCE

Name	<i>Arden Denbridge</i>	STR 6	DEX 7	END 5	INT 7	EDU 6	SOC 6
Age	26	Career(s) <i>Army (Infantry, 2 terms)</i>					
Skills	<i>Athletics 2, Drive, Gun Combat, Melee, Recon</i>						
Equipment	<i>Autorifle, Cloth Armour (5)</i>						
Character	<i>Unlike a mercenary, Arden is with a private defence force, a government contracted combat ready team focused on fortifying installations and guarding them from assault. He is content with that distinction, considering himself a soldier that never has to take the fight outside the safe walls of his compound. Some call him a glorified guard. Whatever.</i>						
							Subtitle(s) Content Contractor

Name	<i>Cornell Gavel</i>	STR 7	DEX 6	END 6	INT 6	EDU 8	SOC 7
Age	30	Career(s) <i>Army (Infantry, 3 terms)</i>					
Skills	<i>Athletics 2, Drive, Gun Combat 2, Melee (unarmed combat)</i>						
Equipment	<i>Assault Rifle, Cloth Armour (3), Grenades</i>						
Character	<i>Cornell hates his job with Nightlake, the private force he contracted with after his long and painful discharge from the army. Between the circumstances surrounding that discharge and the humiliation of going from real military to mercenary work, Cornell is not in a good place right now. This is not a good mentality for a man with an assault rifle to have.</i>						
							Subtitle(s) Bitter Ex-Soldier

Name	<i>Felton Casull</i>	STR 5	DEX 6	END 7	INT 8	EDU 7	SOC 5
Age	34	Career(s) <i>Army (Support, 4 terms)</i>					
Skills	<i>Admin, Athletics 2, Drive, Gun Combat, Medic 2</i>						
Equipment	<i>Autorifle, Flak Jacket, Medikit</i>						
Character	<i>Felton was never going to make it as a 'real' doctor so he enlisted to study field medicine and parley his experience into a practice. When it became obvious to both him and his superiors that he was not going to make it as a soldier, he mustered out before they could throw him out. Now he is with a private force trying to finish his training and avoid dying.</i>						
							Subtitle(s) Would-be Doctor

Name	<i>Myron Suhm</i>	STR 7	DEX 7	END 8	INT 6	EDU 6	SOC 8
Age	26	Career(s) <i>Army (Infantry, 2 terms)</i>					
Skills	<i>Athletics, Carouse, Drive, Gun Combat 2, Melee, Recon</i>						
Equipment	<i>ACR, Cloth Armour (3), Commdot</i>						
Character	<i>A third shift watch commander for his company, Myron's most dangerous adversary is boredom. Nothing happens on the planet he has been assigned to and while he is in no hurry for that to change, he has already been reprimanded once for falling asleep on duty. It is just so hard to stay focused on a quiet, peaceful forest world at night.</i>						
							Subtitle(s) Somnolent Soldier

Name	<i>Presad Inaji</i>	STR 6	DEX 5	END 9	INT 6	EDU 6	SOC 5
Age	34	Career(s) <i>Army (Infantry, 4 terms)</i>					
Skills	<i>Advocate, Broker, Gun Combat, Leadership, Melee 2, Tactics (military) 1</i>						
Equipment	<i>Commdot, Cloth Armour (5), Laser Pistol</i>						
Character	<i>When Presad took over his brother's failed defence company he never thought it would amount to much. Now, two years later, he has contracts on four worlds, negotiations on three others and there are funds pouring in from a distant war where his troops are guarding outposts on both sides. Conflict is his business and business is literally booming.</i>						
	Subtitle(s) Rich Contractor						

Name	<i>Tellen Daniels</i>	STR 8	DEX 8	END 7	INT 6	EDU 5	SOC 4
Age	30	Career(s) <i>Army (Infantry, 3 terms)</i>					
Skills	<i>Athletics, Drive 2, Gun Combat, Mechanic, Melee, Recon</i>						
Equipment	<i>ATV, Comm (TL 10), Flak Jacket, Snub Pistol</i>						
Character	<i>The life of a heavy vehicle driver does not change whether he serves in an active military or in a private force. Tellen has done both, ironically in the same ATV the whole time. He does not honestly care as long as the pay is good and the action is not too hot. Beyond that he will drive anyone anywhere and bring them home again; that is the job.</i>						
	Subtitle(s) Dedicated Driver						

PSYCHIC SOLDIERS

Name	<i>Braden Hankton</i>	STR 6	DEX 7	END 8	INT 8	EDU 9	SOC 6
Age	26	Career(s) <i>Army (Infantry), Psion (Wild Talent)</i>					PSI 8
Skills	<i>Athletics, Deception, Drive, Gun Combat, Telekinesis</i>						
Equipment	<i>Autopistol, Cloth Armour (3), Comm (TL 10)</i>						
Character	<i>Braden expected to have his life change after basic training but he could not have ever anticipated his psychic powers manifesting during the stress of his graduation exercise. The army took him off the field, patched him up and placed him in intensive training to get a handle on his abilities. Now he uses them for his people, wondering what will happen next.</i>						
	Subtitle(s) Random Talent						

Name	<i>Camerus Knight</i>	STR 6	DEX 8	END 5	INT 8	EDU 9	SOC 8
Age	22	Career(s) <i>Psion (Adept)</i>					PSI 10
Skills	<i>Awareness, Clairvoyance, Persuade, Social Science (psychology), Telepathy</i>						
Equipment	<i>Autopistol, Uniform</i>						
Character	<i>Camerus is a remote seer, part of a long running military program using clairvoyants to spy on enemy locations and report their findings. As one of the current project's most promising students, Camerus has a bright future ahead in the service. That is, of course, assuming he does not go irrevocably insane or die of cardiac arrest before he graduates.</i>						
	Subtitle(s) Remote Sensor						

Name	<i>Konstantin Kai</i>	STR 5	DEX 6	END 8	INT 7	EDU 7	SOC 6
Age	26	Career(s) <i>Marine (Ground Assault), Psion (Psi-Warrior)</i>					PSI 9
Skills	<i>Athletics, Battle Dress, Gun Combat, Recon, Teleportation</i>						
Equipment	<i>Battle Dress, Laser Carbine, Neural Comm</i>						
Character	<i>Konstantin is part of a very small, elite cadre of soldiers with the same mental ability and special combat training. Still considered an experiment, they have only had a single mission but it was a complete success and more funding is assured. Konstantin hates using his powers; teleportation is like someone screaming inside his head who does not stop for hours afterward.</i>						
	Subtitle(s) 'Blink' Trooper						

Name	<i>Mendika Crescent</i>	STR 6	DEX 6	END 7	INT 7	EDU 7	SOC 5
Age	30	Career(s) <i>Psion (Psi-Warrior, 3 terms)</i>					PSI 7
Skills	<i>Awareness, Battle Dress, Gun Combat 2, Telepathy, Teleportation</i>						
Equipment	<i>Battle Dress with Medikit, Commdot, Plasma Rifle</i>						
Character	<i>On worlds where psionic ability is well known and trained, a child prodigy can be found and moulded at an early age. Mendika's family being military, she was sent to the psi-academy on her homeworld and trained to be a powerful psychic trooper. There is little left of the girl she was when she arrived. Now Mendika is a hardened, battle tested psi-soldier.</i>						
	Subtitle(s) Psychic Shock Troop						

Name	<i>Pavo Beinamin</i>	STR 6	DEX 5	END 7	INT 8	EDU 7	SOC 7
Age	34	Career(s) <i>Psion (Adept)</i>					PSI 9
Skills	<i>Awareness, Clairvoyance, Medic, Persuade, Telepathy 2</i>						
Equipment	<i>Autopistol, Cloth Armour (3), Comm (TL 10)</i>						
Character	<i>The world had been a frightening place for Pavo ever since childhood, constantly hearing voices in his head and seeing things that were not there. After seeking help for their son, the Beinamin family learned that he was a rare gift – an early onset telepath. Many years later he is a potent psychic and a member of the psi-guard but his nightmares still haunt him.</i>						
	Subtitle(s) Troubled Telepath						

Name	<i>Zedlam Zoklam</i>	STR 5	DEX 7	END 7	INT 7	EDU 8	SOC 10
Age	30	Career(s) <i>Psion (Adept, 2 terms), Navy (Line/Crew)</i>					PSI 10
Skills	<i>Awareness, Clairvoyance, Leadership, Medic, Persuade, Telepathy</i>						
Equipment	<i>Cloth Armour (3) including turban, Commdot</i>						
Character	<i>Zedlam is an Intendant serving as an officer aboard one of the Consulate's command ships. His life as a naval officer is a fine one and he enjoys both the work and the freedoms that a military life among the stars allows. He has been courted with the idea of taking an ambassador post in alien space but the idea is a troubling one to say the least.</i>						
	Subtitle(s) Intendant Officer						

REGULAR ARMY

Name	<i>Cesar Jian</i>	STR 7	DEX 6	END 8	INT 6	EDU 8	SOC 6
Age	26	Career(s) <i>Army (Infantry, 2 terms)</i>					
Skills	<i>Athletics, Drive, Gun Combat 2, Melee (unarmed), Recon</i>						
Equipment	<i>Assault Rifle, Comms (TL 10), Flak Jacket</i>						
Character	<i>When Cesar used to play soldier in his back yard with his brothers he never actually thought he would be wearing the uniform of the army for real. Every time he shines his boots or adjusts his medal bar he has a moment of pride. No one in his family has ever had the chance to serve. His career is a dream fulfilment for all of the Jian line.</i>						
	Subtitle(s) First Generation						

Name	<i>Garland Tarquin</i>	STR 5	DEX 7	END 6	INT 7	EDU 7	SOC 7
Age	30	Career(s) <i>Army (Infantry, 3 terms)</i>					
Skills	<i>Athletics, Drive, Gun Combat 2, Recon</i>						
Equipment	<i>Autopistol, Autorifle, Cloth Armour (5), Commdot</i>						
Character	<i>Garland is a member of the First Tactical Guard, a regular standing army with a proud tradition to uphold. Only certain families and landholders are allowed to submit their children for service and after a certain number of years in service all members become officers and get the right to serve in the government. That is his end goal, soldier to politics.</i>						
	Subtitle(s) Hopeful Politician						

Name	<i>Jed Raydcliffe</i>	STR 6	DEX 8	END 7	INT 8	EDU 8	SOC 5
Age	26 Career(s) <i>Army (Infantry, 2 terms)</i>						
Skills	<i>Drive, Gun Combat, Heavy Weapons, Mechanic, Melee (unarmed)</i>						
Equipment	<i>Autopistol, Cloth Armour (5), Rocket Launcher</i>						
Character	<i>There are soldiers and then there are dyed-in-the-wool fighters. Jed cares nothing for discipline and when he is not drinking and carrying on he tends to be in the barracks sleeping it off. A born brawler, he has only kept his place in the regular army of his homeland because when he gets into bar fights, he is only trying to keep up with his commanders.</i>						
	Subtitle(s) Rough and Rowdy						

Name	<i>Marjan Yorgen</i>	STR 6	DEX 7	END 7	INT 6	EDU 5	SOC 4
Age	26 Career(s) <i>Army (Infantry, 2 terms)</i>						
Skills	<i>Drive, Gun Combat, Melee (unarmed), Recon 2, Survival</i>						
Equipment	<i>Autorifle, Ground Car, IR and Light Intensifying Goggles</i>						
Character	<i>Marjan is a born scout, made to sleep under the stars and spend all her time alone. She lives in her scout car, takes meals as often from nature as she does her rations and when she reports it is begrudging and only when she absolutely must. Even so, nothing slips by her and while she is insubordinate and tardy she is also too valuable to ever let go.</i>						
	Subtitle(s) Hermit Scout						

Name	<i>Ricky Crispian</i>	STR 6	DEX 7	END 6	INT 7	EDU 7	SOC 13
Age	34 Career(s) <i>Nobility (Administrator, 3 terms), Army (Support)</i>						
Skills	<i>Admin 2, Comms, Diplomat, Gun Combat, Leadership</i>						
Equipment	<i>Autopistol, Cloth Armour (5), Commdot</i>						
Character	<i>Ricky is well-liked by his troops because he refuses to be called sir and he never brings up the fact that he is a landed noble. None of that matters to him and so it does not matter when he is interacting with his troops. Ricky does run a tight company, however, and his outgoing nature should never be confused with weakness.</i>						
	Subtitle(s) Gentleman Officer						

Name	<i>Ruadhan York</i>	STR 8	DEX 11	END 7	INT 6	EDU 6	SOC 6
Age	26 Career(s) <i>Army (Infantry, 2 terms)</i>						
Skills	<i>Drive, Gun Combat 2, Heavy Weapons, Melee (unarmed), Recon</i>						
Equipment	<i>ACR, Commdot, Flak Jacket</i>						
Character	<i>Ruadhan is a man of few words. Not terribly bright, he is also not stupid and when he does speak everyone in his unit knows to listen up. A soldier of the line, he is a good shot and a solid trooper. While he does not shine in any one area he performs well in all areas and has never been on disciplinary action. Regular armies could only wish for more like him.</i>						
	Subtitle(s) Good Soldier						

SHOCK TROOPS

Name	<i>Barrie Andelson</i>	STR 6	DEX 7	END 6	INT 7	EDU 7	SOC 7
Age	30 Career(s) <i>Marine (Ground Assault, 3 terms)</i>						
Skills	<i>Athletics, Battle Dress, Gun Combat 2, Melee, Recon</i>						
Equipment	<i>Battle Dress, Grenades, Laser Carbine</i>						
Character	<i>In his military, the polite term for his company is 'heavy assault, rapid deployment'. He knows the truth. His company is designed to drop into populated areas and purge them of anything moving, enemy and civilian alike. Usually a drop zone will be clear of innocent civilians but even when it is not beforehand, it is after he and his men are done.</i>						
	Subtitle(s) Unflinching Trooper						

Name	<i>Darrel Kirkland</i>	STR 8	DEX 6	END 8	INT 6	EDU 6	SOC 7
Age	26 Career(s) <i>Army (Infantry, 2 terms)</i>						
Skills	<i>Athletics, Drive, Gun Combat, Heavy Weapons, Recon</i>						
Equipment	<i>ACR, Cloth Armour (5), Commdot, Grenades</i>						
Character	<i>Darrel has a thing about loud noises. He is a model trooper and his service record is impeccable but loud noises make him panic. This almost cost him his career until he petitioned for an indulgence and his commanding officer granted it. Now he goes into battle with earphones, listening to peaceful classical music as things blow up all around him.</i>						
	Subtitle(s) Skittish Soldier						

Name	<i>Earnest Glover</i>	STR 7	DEX 8	END 9	INT 6	EDU 8	SOC 5
Age	26 Career(s) <i>Marine (Ground Assault, 2 terms)</i>						
Skills	<i>Athletics, Comm, Gun Combat, Melee, Recon</i>						
Equipment	<i>Assault Rifle, Autopistol, Grenades, Flak Jacket, Transceiver</i>						
Character	<i>As his storm trooper brigade's radio man, this low tech soldier does things the old-fashioned way and lugs a heavy transceiver on his back into combat. As much as he detests and curses the weight at times, he cannot complain too badly. Three times in fire fights now, the transceiver's armoured chassis has taken rounds that were meant for him.</i>						
	Subtitle(s) Lucky Comm Ops						

Name	<i>Morid 'Mad' Maddox</i>	STR 7	DEX 8	END 8	INT 6	EDU 7	SOC 6
Age	30 Career(s) <i>Army (Infantry, 3 terms)</i>						
Skills	<i>Athletics, Drive, Gun Combat 2, Heavy Weapons, Recon</i>						
Equipment	<i>ACR, AFV, Cloth Armour (3), Commdot</i>						
Character	<i>They say 'Mad' will drive through anything – fire, tornados, minefields, anything. So far they have been proven right. If Command gives Morid a place to put troops, he takes as straight a line as physically possible and as long as his ATV can get there, it does get there. His vehicle has to be repaired after virtually every mission but he has not failed one yet.</i>						
	Subtitle(s) Manic Troop Driver						

Name	<i>Shemad Mikuli</i>	STR 6	DEX 7	END 7	INT 8	EDU 8	SOC 4
Age	22 Career(s) <i>Marine (Ground Assault, 3 terms)</i>						
Skills	<i>Athletics, Battle Dress, Gun Combat, Heavy Weapons, Melee</i>						
Equipment	<i>Battle Dress, Grenades, Rocket Launcher</i>						
Character	<i>Shemad is an ordinance handler, parlance in his military for a heavy weapon soldier with the added responsibility of carrying ammunition for his unit. As a dangerous job due to the chances of getting blown apart if the ammo packs get hit, Shemad worries every moment of every mission. He does his duty but he is dreaming of the day a new recruit arrives.</i>						
	Subtitle(s) Walking Bomb						

Name	<i>Undine Ann Valez</i>	STR 7	DEX 6	END 8	INT 6	EDU 8	SOC 6
Age	34 Career(s) <i>Army (Support, 4 terms)</i>						
Skills	<i>Comms 2, Drive, Explosives, Gun Combat, Heavy Weapons, Mechanic</i>						
Equipment	<i>Assault Rifle, Cloth Armour (5), Comm (TL 10), Supplies</i>						
Character	<i>Undine is often called 'General' by the men in her unit. This refers to her role, not her rank. When their shock troop company drops, she is the one that stays on site and sets up the supply bunker, doling out munitions and explosives like a general store. She is also a fierce defender of her equipment and no one threatens it without dealing with her first.</i>						
	Subtitle(s) Deadly Quartermaster						

SQUAD: ARCLIGHT COMPANY

Name *Balmaad Arroy* STR 5 DEX 8 END 7 INT 7 EDU 8 SOC 8

Age 26 Career(s) *Navy (Flight, 2 terms)*

Skills *Comms, Gunner, Pilot 2, Vacc Suit, Zero-G*

Equipment *Autopistol, Commdot, Vacc Suit*

Character *Balmaad is Arclight Company's newest pilot. The company has a history of going through pilots at an alarming rate and the 'honour' of working for them can be a very short-lived one. Still, Balmaad has made it through two campaigns with them. That practically makes him a veteran. One more trip out and he can retire. He has every intention of doing so.* Subtitle(s) **Squad Pilot**

Name *Dale Tennyson* STR 10 DEX 7 END 8 INT 7 EDU 7 SOC 6

Age 30 Career(s) *Marine (Ground Assault, 3 terms)*

Skills *Athletics, Battle Dress, Comms, Gun Combat, Heavy Weapons, Vacc Suit*

Equipment *Battle Dress, Grenades, PGMP*

Character *Dale is of old world Nordic descent and it shows. He has long blonde hair he refuses to get cut and when his suit does not have to be airtight on missions he lets his braids hang out of his helmet. A touch insubordinate, he does his job of heavy gunner far too well to be fired. Unfortunately, he knows this and as time goes on, his behaviour has become worse.* Subtitle(s) **Squad Heavy Gun**

Name *Felicia Twilight* STR 6 DEX 9 END 6 INT 8 EDU 8 SOC 9

Age 30 Career(s) *Army (Infantry, 3 terms)*

Skills *Athletics, Drive, Gun Combat 2, Heavy Weapons, Stealth, Vacc Suit*

Equipment *Combat Armour, Commdot, Laser Rifle*

Character *Felicia is a perfect asset to a team looking for a sniper. She has steady hands, a keen eye and no mercy when she is behind the trigger. She likes high perches and places to hide, all the better for spotting her targets and taking them out. Off the field she is jovial and friendly. On a mission, she gets ice cold and even her team-mates avoid her.* Subtitle(s) **Squad Sniper**

Name *Johann Masters* STR 7 DEX 8 END 7 INT 7 EDU 7 SOC 8

Age 34 Career(s) *Army (Infantry, 4 terms)*

Skills *Athletics, Drive, Gun Combat, Recon 2, Stealth, Vacc Suit*

Equipment *Combat Armour, Comm (TL 10, secure), Ground Car with IR and Vislight Chameleon*

Character *In the field, Johann is hard to spot and harder to hit. He likes it that way, always moving under cover of shadow and his extremely high tech scout jeep. His job on missions is to scout the terrain and report back enemy activity, a role he could not be better suited for. Normally a quiet but social man, he is all business once a drop starts and he goes silent.* Subtitle(s) **Squad Ranger**

Name *Maynard Thompkins* STR 6 DEX 7 END 8 INT 6 EDU 6 SOC 6

Age 30 Career(s) *Army (Support, 3 terms)*

Skills *Comms, Drive, Explosives, Gun Combat, Leadership, Mechanic, Vacc Suit*

Equipment *ACR, Combat Armour, Comm (TL 10)*

Character *Arclight Company fields 60 regular troops in addition to its core of specialists. It is Maynard's job to keep its six 10-man teams in line. If anyone steps out of order, he has to step on them hard. He is the third to have this job since the Company's founding. The last two were shot down in the line of duty. He fully expects to 'retire' the exact same way.* Subtitle(s) **Squad Troop Leader**

Name	Steven Wainwort	STR 6	DEX 6	END 7	INT 8	EDU 8	SOC 10
Age	42 Career(s) Marine (Support, 6 terms)						
Skills	Battle Dress 2, Comms, Gun Combat, Heavy Weapons, Leadership 2, Vacc Suit						
Equipment	Battle Dress, Laser Carbine, Neural Comm, Stunner						
Character	Steven has been leading Arclight company for 15 years, inheriting the job from his father, Brigadier Adam Wainwort. He has a lot of history and emotion tied up in this company and it shows in how much work he puts into keeping it running. He never lets up on the field, personally going into battle if he has to, despite age starting to slow him down.						
	Subtitle(s) Squad Commander						

SQUAD: *HARDCASE COMPANY*

Name	Allyn Tommas	STR 7	DEX 8	END 7	INT 7	EDU 8	SOC 7
Age	30 Career(s) Army (Infantry, 3 terms)						
Skills	Admin, Athletics, Drive, Gun Combat, Leadership, Stealth						
Equipment	Autopistol, Cloth Armour (5), Commdot, Stunner						
Character	The idea behind Hardcase is simple. There are hundreds of important personnel in the military and the government. Rather than maintain a separate full security detail for each one, Allyn provides the alternative, a group of bodyguards and surveillance that can be moved to key individuals when they need it the most. It is mobile security.						
	Subtitle(s) Hardcase Leader						

Name	Craen Alvarez	STR 6	DEX 6	END 7	INT 8	EDU 8	SOC 8
Age	30 Career(s) Marine (Support, 3 terms)						
Skills	Admin, Comms, Gun Combat, Leadership, Tactics 2						
Equipment	Autopistol, Cloth Armour (5), Commdot, Stunner						
Character	Craen is the planner, the one that looks over proposed routes of travel, accommodation, speaking venues and other points of potential danger for their subjects. Then he creates a plan of actions and relays it to the entire team. They are used to getting too much information from him, huge bundles of schematics, time tables and other useful but copious data.						
	Subtitle(s) Hardcase Planner						

Name	Douglas Willoughby	STR 6	DEX 7	END 7	INT 6	EDU 7	SOC 6
Age	26 Career(s) Army (Support, 2 terms)						
Skills	Admin, Comms, Gun Combat, Recon 2						
Equipment	Autopistol, Cloth Armour (5), Commdot, Stunner						
Character	Douglas is the team's walker, the man who takes the time before a mission to walk the entire area where the target will be travelling and staying. He reconnoitres the locations, notes anything out of the ordinary and potential breaches in security and then reports them back to Harriet to be 'fixed'. They have a good working relationship, one he enjoys.						
	Subtitle(s) Hardcase Walker						

Name	Harriet Oakes	STR 6	DEX 8	END 7	INT 8	EDU 8	SOC 8
Age	34 Career(s) Army (Support, 4 terms)						
Skills	Admin, Comms, Gun Combat, Mechanic 2, Remote Operations						
Equipment	Autopistol, Cloth Armour (5), Commdot, Hand Computer, Stunner, Tool Kit						
Character	Harriet is the team's skilled fixer, the woman they all go to when they have a problem and need it handled immediately. She is a good mechanic, a sharp wit and she has a solid sense of what needs to get done and in what order. She is also aware of Douglas' budding affections and for once, she is not certain what to do. Feelings complicate things.						
	Subtitle(s) Hardcase Fixer						

Name	<i>Perry Burroughs</i>	STR 7	DEX 6	END 8	INT 6	EDU 6	SOC 7
Age	30 Career(s) <i>Army (Infantry, 3 terms)</i>						
Skills	<i>Athletics, Comms, Gun Combat, Melee (unarmed), Recon</i>						
Equipment	<i>Autopistol, Cloth Armour (5), Commdot, Stunner</i>						
Character	<i>Perry is the team's top point man, the one who stands with the target and intercepts anything coming at him or her even if it is with his own body. Trained to spot trouble before it happens, he is also skilled in getting his target out of the line of fire and into safety as quickly as he can. If he has to take a bullet to do so, so be it. He would really rather not have to.</i>						
	Subtitle(s) Hardcase Point Man						

Name	<i>Thomva Ukieve</i>	STR 6	DEX 8	END 9	INT 6	EDU 8	SOC 5
Age	30 Career(s) <i>Navy (Line/Crew, 3 terms)</i>						
Skills	<i>Comms, Gun Combat, Mechanic, Sensors, Tactics</i>						
Equipment	<i>Autopistol, Bugs, Cloth Armour (5), Comm (TL 10), Computer (TL 10), Stunner</i>						
Character	<i>Thomva is the teams eyes and ears on missions, the man who keeps everyone up to date on what is happening and where potential threats may be coming from at any given moment. From the second his mike is hot until the target goes to bed at night he is on duty. It is a frantic job to be sure but it is one he absolutely loves. He would not trade this for anything.</i>						
	Subtitle(s) Hardcase Observer						

SQUAD: THE SPANNERS

Name	<i>Ace Renquist</i>	STR 7	DEX 6	END 6	INT 8	EDU 7	SOC 6
Age	34 Career(s) <i>Army (Support, 4 terms)</i>						
Skills	<i>Admin, Comms, Gun Combat, Leadership, Mechanic, Remote Operations</i>						
Equipment	<i>Autorifle, Comm (TL 8), Flak Jacket, Tool Kit</i>						
Character	<i>The Spanners are a small group of military experts used by different branches and agencies to handle technical work of all sorts. A collection of skills and personalities make them a tight, cohesive unit exactly the way Ace intended. They are still relatively new, only about four years in operation but he already adores the team he has put together.</i>						
	Subtitle(s) Spanner Founder						

Name	<i>Benson Ancense</i>	STR 7	DEX 7	END 8	INT 8	EDU 6	SOC 7
Age	26 Career(s) <i>Marines (Support, 2 terms)</i>						
Skills	<i>Athletics, Comms, Engineer (electronic), Heavy Weapons, Mechanic</i>						
Equipment	<i>Autorifle, Comm (TL 8), Flak Jacket, Tool Kit</i>						
Character	<i>Benson is the newest member and as such tends to get a lot of the small jobs no one else wants to do. Though he does not see it yet, the heavy workload is good for him, giving him the experience he will need eventually. He takes most of it all in stride, just grateful to have been pulled in. Ace sees potential in Benson, with the potential to be a great Spanner someday.</i>						
	Subtitle(s) Spanner Recruit						

Name	<i>Dorothy Ballard</i>	STR 6	DEX 6	END 5	INT 7	EDU 6	SOC 6
Age	30 Career(s) <i>Army (Support, 3 terms)</i>						
Skills	<i>Comms, Engineering (chemical) 2, Gun Combat, Mechanic, Vacc Suit</i>						
Equipment	<i>Autorifle, Comm (TL 8), Flak Jacket, Tool Kit</i>						
Character	<i>A qualified hazmat handler long before she came to the Spanners, Dorothy is the team's clean up agent and gets to handle the toxic problems they often face. She has proven herself too good at the job and now the Spanners are being sent on more spill and leak jobs than ever before. No one is particularly grateful about this, least of all Dorothy herself.</i>						
	Subtitle(s) Spanner Hazmat						

Name	<i>Gino Reilly-Star</i>	STR 6	DEX 5	END 8	INT 8	EDU 10	SOC 6
Age	<i>30</i>						
Career(s)	<i>Army (Support, 3 terms)</i>						
Skills	<i>Comms, Gun Combat, Mechanic, Remote Operations 3</i>						
Equipment	<i>Autorifle, Comm (TL 8), Drones, Flak Jacket, Hand Computer, Tool Kit</i>						
Character	<i>Gino is a born 'flitter', an expert with hovering drones and their operation. He can make hovering drones dance if he wants to but what he usually does with them is locate foundation faults, scout ruined buildings or enact remote repairs. Though they are made to be disposable, he still feels it deeply when one of his 'kids' is lost in the line of duty.</i>						
Subtitle(s)	Spanner Drone Ops						

Name	<i>Marlon Jennings</i>	STR 7	DEX 7	END 6	INT 8	EDU 9	SOC 8
Age	<i>34</i>						
Career(s)	<i>Citizen (Worker, 4 terms)</i>						
Skills	<i>Comms, Engineer (mechanical), Explosives, Mechanics 2, Trade (civil engineering) 1</i>						
Equipment	<i>Autopistol, Comm (TL 8), Flak Jacket, Hand Computer, Tool Kit</i>						
Character	<i>When the Spanners came to secure a new military bunker in Marlon's town, he was the only contractor in town with the courage to point out what they were doing wrong. Instead of causing offence, he impressed Ace enough to get offered a job. Now the sole civilian on the team, Marlon has a fresh and valuable perspective on many of the situations they face.</i>						
Subtitle(s)	Civilian Assistant						

Name	<i>Yang il Sung</i>	STR 6	DEX 6	END 8	INT 8	EDU 6	SOC 7
Age	<i>30</i>						
Career(s)	<i>Army (Support, 3 terms)</i>						
Skills	<i>Computer 2, Engineering (electronic), Gun Combat, Mechanic</i>						
Equipment	<i>Autorifle, Comm (TL 8), Flak Jacket, Tool Kit</i>						
Character	<i>Yang il Sung is both the first and the last Spanner to hit a new site. He is there first to lay down the initial set up of a comms and data network and then last to make sure everything is up and running smoothly. His work is vital, especially when the Spanners have been assigned to build bunkers and installations. Yang can wire a building in less than an hour.</i>						
Subtitle(s)	Spanner Comp Tech						

STAFF AND SUPPORT

Name	<i>Barthalemao Dista</i>	STR 6	DEX 6	END 6	INT 8	EDU 7	SOC 7
Age	<i>30</i>						
Career(s)	<i>Army (Support, 3 terms)</i>						
Skills	<i>Admin, Drive, Gun Combat, Leadership, Mechanic 2</i>						
Equipment	<i>Cloth Armour (3), Snub Pistol</i>						
Character	<i>When the going gets tough, people like Bart get going. He is the team's go-to tech and always has something to do. Whether it is gun repair or a flat tire on a ground vehicle, his tools never rest. Some of the men joke that he even field strips comm units in his sleep. He does not. He does however occasionally dream about doing so but will never admit it.</i>						
Subtitle(s)	Emergency Tech						

Name	<i>Dane Portmann</i>	STR 5	DEX 6	END 6	INT 7	EDU 6	SOC 7
Age	<i>26</i>						
Career(s)	<i>Marines (Support, 2 terms)</i>						
Skills	<i>Advocate, Comms 2, Gun Combat, Mechanic, Sensors</i>						
Equipment	<i>Comm (TL 10), Hand Computer</i>						
Character	<i>Bases need a steady voice to keep morale up and information on a constant flow. That is Dane's primary job, handling announcements and maintaining a consistent tone in all forms of communication. He coordinates regularly with base commanders and personnel, building a rapport that makes the installation into a nicer, more cohesive place to live.</i>						
Subtitle(s)	Friendly Voice						

Name	<i>Fillis Cranber</i>	STR 6	DEX 4	END 6	INT 8	EDU 8	SOC 8
Age	42 Career(s) <i>Army (Support, 6 terms)</i>						
Skills	<i>Admin, Advocate, Broker, Drive, Gun Combat 2, Leadership</i>						
Equipment	<i>Cloth Armour (5), Snub Pistol</i>						
Character	<i>Fillis is a financial assessment officer, meaning she is who people on base have to bring any proposal to before it can be put through to command and requisitions. She takes her job very seriously, assessing every proposal as if its cost could bankrupt the military. She is not the most popular woman on base but she may well be the most efficient.</i>						
	Subtitle(s) Financial Watchdog						

Name	<i>Lake Erricson</i>	STR 7	DEX 7	END 6	INT 6	EDU 8	SOC 6
Age	30 Career(s) <i>Navy (Line/Crew, 3 terms)</i>						
Skills	<i>Admin, Comms 2, Drive, Leadership, Pilot</i>						
Equipment	<i>Neural Comm, Uniform</i>						
Character	<i>As base transport officer and motor pool chief, Lake has the unenviable task of both monitoring the condition of every ground vehicle and flyer on base and, when the need arises, providing driver services for VIPs. He likes the latter job better because the endless grind of routine inventory checks is a maddening thing. If he has to count the jeeps again...</i>						
	Subtitle(s) Bored Motor Pool						

Name	<i>Macedon Ross</i>	STR 6	DEX 7	END 5	INT 10	EDU 9	SOC 8
Age	34 Career(s) <i>Navy (Engineering/Gunnery, 4 terms)</i>						
Skills	<i>Admin, Computers, Engineer, Mechanic, Trade (chef)</i>						
Equipment	<i>Commdot, Cloth Armour (3), Stunner</i>						
Character	<i>Macedon is as vital as he is ubiquitous. He is the man in charge of his installation's three kitchens, a task that keeps him busy and in motion as they are located all over the base. He was a promising cook before the draft and he enjoys the riddle of keeping menus both interesting and within the pathetic budget he gets. It is a challenge.</i>						
	Subtitle(s) Mess Hall Gourmet						

Name	<i>Ukitor Samasi</i>	STR 5	DEX 5	END 6	INT 9	EDU 8	SOC 5
Age	30 Career(s) <i>Marines (Support, 3 terms)</i>						
Skills	<i>Admin, Comms, Computers, Gunnery, Mechanic, Sensors</i>						
Equipment	<i>Cloth Armour (5), Hand Computer, Rifle</i>						
Character	<i>Ukitor works hard to maintain the point defence guns at his fortified base. As the only one on staff qualified to do, he has to work alone most of the time. When he does have help, it is often substandard robot assistance he would be better off without. He never complains and his job gets done despite the hardships. His vacations days are like gold to him.</i>						
	Subtitle(s) Stressed Gun Tech						

STAR MARINES

Name	<i>Angel Moranez</i>	STR 6	DEX 6	END 7	INT 8	EDU 7	SOC 5
Age	30 Career(s) <i>Marines (Star Marines, 3 terms)</i>						
Skills	<i>Athletics, Battle Dress, Gun Combat 2, Zero-G</i>						
Equipment	<i>Battle Dress, Commdot, Laser Rifle</i>						
Character	<i>Angel hates waiting. That is the hardest part of his job, really. He hates just standing at an airlock about to get breached. He lives for the moment the sparks stop and the hatch falls in, the smoke parting and the enemy rushing in. That is when he comes alive. That is when his eyes light up and he starts to earn his pay. Any other time, he feels half asleep.</i>						
	Subtitle(s) Adrenaline Junkie						

Name	Cauley Jarrow	STR 6	DEX 8	END 8	INT 5	EDU 5	SOC 6
Age	34	Career(s) <i>Marines (Star Marines, 4 terms)</i>					
Skills	<i>Athletics, Battle Dress, Gun Combat 2, Zero-G</i>						
Equipment	<i>Battle Dress, Commdot, Laser Pistol, Stunner</i>						
Character	<i>Equipped for corridor fighting, Cauley is trained to hunt down troops and staff on enemy vessels and either take them out or capture them. He prefers the latter, not really being one to enjoy wholesale killing. This is not a good way to fit in with his teammates but that is just the way he is. If he could he would be serving off the combat lines but no such luck.</i>						
	Subtitle(s) Peaceful Trooper						

Name	Eikul Suursta	STR 6	DEX 6	END 6	INT 6	EDU 7	SOC 6
Age	42	Career(s) <i>Marines (Star Marines, 6 terms)</i>					
Skills	<i>Athletics, Battle Dress 2, Gun Combat 2, Leadership, Melee (blade), Zero-G</i>						
Equipment	<i>Battle Dress with Medikit, Laser Rifle, Neural Comm</i>						
Character	<i>The way of a Star Marine is not normally the sort you can expect to get old pursuing but Eikul is an anomaly. A terror in combat and wise enough to know when to retreat he has survived more engagements than many militaries have even had. He does not like the life much any more, his body is starting to let him down in ways that could get him killed.</i>						
	Subtitle(s) Old Man Marine						

Name	Ivy Rose Parlan	STR 6	DEX 8	END 7	INT 8	EDU 8	SOC 7
Age	30	Career(s) <i>Marines (Star Marines, 3 terms)</i>					
Skills	<i>Athletics, Gun Combat 2, Recon, Vacc Suit, Zero-G</i>						
Equipment	<i>Commdot, Hazardous Environment Vacc Suit, Laser Rifle</i>						
Character	<i>Ivy is a vacc suit soldier, a light duty Star Marine specifically trained to come in behind the heavy troops and mop up. She knows how to stick to cover, move in breached environments and fend for herself against enemy stragglers. She has no desire to end up as a combat statistic, another kill sticker for some alien weapon or enemy rifle stock.</i>						
	Subtitle(s) Soldier Survivor						

Name	Macey Tolliver	STR 8	DEX 6	END 7	INT 6	EDU 6	SOC 4
Age	22	Career(s) <i>Marines (Star Marines)</i>					
Skills	<i>Athletics, Battle Dress, Gun Combat, Zero-G</i>						
Equipment	<i>Battle Dress, Commdot, Laser Carbine</i>						
Character	<i>Macey is a fresh recruit but one of a new generation of indoctrinated soldiers on his homeworld. As part of the military government's new policies, a percentage of the child population has been taken out of normal education and placed into an intense martial discipline to create the first wave of 'super soldiers'. How well it works is still up to debate.</i>						
	Subtitle(s) Super-Recruit						

Name	Tiodoro Mendez	STR 6	DEX 7	END 8	INT 6	EDU 7	SOC 8
Age	26	Career(s) <i>Marines (Star Marines, 2 terms)</i>					
Skills	<i>Athletics, Battle Dress, Gun Combat, Zero-G</i>						
Equipment	<i>Battle Dress, Commdot, Laser Rifle</i>						
Character	<i>A world away, Tiodoro left behind an expecting wife and a decent job. Now he is in deep space, wearing his weight again in body armour and expected to stand in the way of whatever comes through the next gap in the hull. A lot of his fellows call this life glorious. He calls it suicidal but not out loud. He makes bad jokes to get by and annoys his comrades.</i>						
	Subtitle(s) Hesitant Joker						

SUPPLY CORPS

Name	Andrew Paise	STR 7	DEX 6	END 7	INT 6	EDU 8	SOC 6
Age	26 Career(s) Army (Infantry, 2 terms)						
Skills	Athletics, Drive, Gun Combat, Melee (unarmed), Recon						
Equipment	Comms (TL 10), Flak Jacket, Rifle						
Character	Supply bases are some of the roughest postings a soldier can get because of how useful they are and thus how tactically important they can be to take out. With one assault an enemy can cripple an entire army. Andrew took this wisdom to heart and is always on guard, a good thing too as his world just came under attack from a large force.						
	Subtitle(s) Watchful Guard						

Name	Conrad Shoomer	STR 5	DEX 7	END 6	INT 7	EDU 7	SOC 7
Age	30 Career(s) Army (Infantry, 3 terms)						
Skills	Athletics, Drive, Gun Combat 2, Recon						
Equipment	Autorifle, Comm (TL 8), Mesh Armour						
Character	Conrad is the watch leader for his small forward supply base. He has to co-ordinate four other men on constant rotations to make sure the perimeter is secure and that all the supplies they guard are safe and ready for transport at a moment's notice. He has already had to clean up after two attacks. He is hoping the line moves on and there will not be a third.						
	Subtitle(s) Guard Command						

Name	Damien Oselman	STR 6	DEX 6	END 5	INT 8	EDU 8	SOC 5
Age	26 Career(s) Army (Support, 2 terms)						
Skills	Admin, Drive, Gun Combat, Mechanic						
Equipment	Autopistol, Cloth Armour (3), Tool Kit						
Character	Damien is a bureaucrat with a gun, a supply officer far better suited to managing the inventory than managing people. He does a good enough job to keep his position but he knows that a better officer could come in at any moment and take over his tiny empire of crates. That, not his poor leadership skills, keeps him up at night.						
	Subtitle(s) Poor Supply Ops						

Name	Maury Case	STR 6	DEX 7	END 7	INT 5	EDU 5	SOC 4
Age	26 Career(s) Army (Infantry, 2 terms)						
Skills	Drive 2, Gun Combat, Melee (unarmed), Recon, Trade (teamster)						
Equipment	ACR, Flak Jacket, Neural Comm						
Character	Maury is a trucker during his civilian life and a supply driver when he gets to play soldier on the weekends. He does not take his life in the military seriously. He just does what he has to and puts little effort into it. He is often out of uniform and tardy to rendezvous sites. Maury has no idea how close he is to a court martial.						
	Subtitle(s) Weekend Warrior						

Name	Renee Lynn Galford	STR 6	DEX 7	END 6	INT 7	EDU 7	SOC 10
Age	34 Career(s) Nobility (Dilettante), Army (Support, 3 terms)						
Skills	Carouse, Comms, Diplomat, Gun Combat, Leadership						
Equipment	Autopistol, Bugs, Cloth Armour (5), Commdot, Data Wafers						
Character	Renee keeps tabs on everyone aboard ship from the privacy of the supply deck. She likes to watch but she likes recording even better. When she discovers something useful or incriminating, she sits on it for a while before acting. Then she approaches the target, presents a wafer with the evidence and negotiates a fair wage in exchange for the original.						
	Subtitle(s) Ship's Extortionist						

Name	Tulgkal Sii Ultaara	STR 8	DEX 6	END 7	INT 6	EDU 6	SOC 6
Age	26 Career(s) Citizen (Colonist), Army (Supply)						
Skills	Athletics, Gun Combat, Mechanic, Streetwise, Trade (civil engineering)						
Equipment	Autopistol, Flak Jacket						
Character	Supply depots do not just build themselves. They take hard work and a skilled crew, the sort of crew that knows how to build up and tear down in a hurry. Tulgkal is an expert at both, having put up dozens of buildings in his time with supply services. He knows warehousing and ops centres, specialising in tailoring construction exactly to projected needs.						
	Subtitle(s) Precise Builder						

VOLUNTEER MILITARY

Name	<i>Aerdra Malone</i>	STR 5	DEX 8	END 9	INT 6	EDU 5	SOC 5
Age	22	Career(s) <i>Drifter (Wanderer)</i>					
Skills	<i>Carouse, Jack of All Trades, Melee (unarmed), Streetwise</i>						
Equipment	<i>Commdot, Snub Pistol</i>						
Character	<i>One of the troubles with a volunteer army design is that if someone can pass the physical to get in, they get in. Normally this leads to vagrants with no discipline and other lowlifes looking for free housing, food and weapons. Aerdra only fits that stereotype in that she was homeless when she walked in off the street. Now she is a model soldier by any standard.</i>						
	Subtitle(s) Vagrant Soldier						

Name	<i>Dolan Pickett</i>	STR 5	DEX 6	END 7	INT 9	EDU 9	SOC 6
Age	30	Career(s) <i>Scholar (Scientist, 3 terms)</i>					
Skills	<i>Computers 2, Engineer (Electronics), Physical Science (Electronics) 2</i>						
Equipment	<i>Autorifle, Comm (TL 10), Computer (TL 12)</i>						
Character	<i>Being a scientist on a world where the government has shifted to a militant viewpoint and your speciality is now outlawed technology in the hands of civilians is not a good place to be. Rather than lose his livelihood and start all over, Doan has volunteered for the military and can now pursue his scientific career mostly as he used to aside from all the guns.</i>						
	Subtitle(s) Militant Techie						

Name	<i>Haley Miranda</i>	STR 5	DEX 7	END 6	INT 7	EDU 8	SOC 11
Age	26	Career(s) <i>Nobility (Diplomat, 2 terms)</i>					
Skills	<i>Advocate, Deception, Diplomat, Gun Combat, Persuade</i>						
Equipment	<i>Autopistol, Cloth Armour (2), Comm (TL 8)</i>						
Character	<i>With only arranged marriage facing her, Haley opted for the 'escape clause' of army service. Though her volunteering all but caused her to be disowned by her family, Haley has since proven to be quite good in the military and has achieved an impressive resume of service in a short amount of time. Now her father is happy to claim her again. Grand.</i>						
	Subtitle(s) Army Princess						

Name	<i>Magar Surmash</i>	STR 8	DEX 7	END 10	INT 7	EDU 5	SOC 6
Age	26	Career(s) <i>Citizen (Corporate, 2 terms)</i>					
Skills	<i>Advocate, Broker, Gun Combat, Investigate, Melee (Unarmed)</i>						
Equipment	<i>Autopistol, Commdot, Flak Jacket (6), Hand Computer</i>						
Character	<i>A security guard by trade, Magar found the transition to military life an easy one. He already woke up early in the morning, lived his days on a tight schedule and adhered to a strict code of conduct when he did business. In a way, being a soldier is a bit of relaxation for him, something of a surprise to those who thought he would break after a week.</i>						
	Subtitle(s) Tough as Plate Steel						

Name	<i>Robert Acosta</i>	STR 5	DEX 8	END 7	INT 6	EDU 6	SOC 9
Age	26	Career(s) <i>Entertainer (Journalist, 2 terms)</i>					
Skills	<i>Advocate, Art (writing), Carouse, Gun Combat</i>						
Equipment	<i>Assault Rifle, Cloth Armour (2), Comm (TL 8)</i>						
Character	<i>Robert spent years speaking out against military abuses across the globe, saving most of his sternest recriminations for his own government. Rather than move against him for it, the army offered him the chance to get inside and see the system for himself. Volunteering, he has since seen a side to the force he never had, a devotion to honour and civil duty.</i>						
	Subtitle(s) Journalist Sceptic						

Name	<i>Sam Geoffery Levine</i>	STR 6	DEX 8	END 9	INT 8	EDU 8	SOC 6
Age	42	Career(s) <i>Army (Support, 4 terms), Civilian (worker, 2 terms)</i>					
Skills	<i>Admin, Comms, Drive, Gun Combat 2, Leadership, Medic, Trade (polymers)</i>						
Equipment	<i>ACR, Cloth Armour, Commdot, Medikit</i>						
Character	<i>Sam was a soldier for longer than he wanted to be and when he got to retire, he took his pay and left the service forever. That was his intention, at least. Then the first defence outpost on the moon was lost. The second fell a day later. Knowing the signs, Sam is sure planetary invasion is not long in coming. Rather than die as a civilian, he would rather fight.</i>						
	Subtitle(s) Vet No Longer						

CRIMINAL



ASSASSINATION

Name	<i>Al Raphael Hubbard</i>	STR 5	DEX 7	END 5	INT 6	EDU 6	SOC 6
Age	30 Career(s) <i>Agent (Intelligence, 3 terms)</i>						
Skills	<i>Deception, Gun Combat 2, Investigate, Stealth, Streetwise</i>						
Equipment	<i>Comm (TL 10), Rifle</i>						
Character	<i>Raphael is a man dedicated to his work. If he takes a contract he fulfils it no matter how far he has to go. More importantly for those who hire him, his fee never goes up no matter how long he has to pursue his quarry and if he tries three times and misses, he refunds the fee and continues on his own.</i>						
	Subtitle(s) Obsessive Killer						

Name	<i>Alphonse Sellers</i>	STR 6	DEX 8	END 7	INT 5	EDU 7	SOC 7
Age	26 Career(s) <i>Agent (Corporate, 2 terms)</i>						
Skills	<i>Admin, Deception, Gun Combat, Investigate, Stealth</i>						
Equipment	<i>ACR, Cloth Armour (5), Commdot, Corporate Rival</i>						
Character	<i>There was a time when Alphonse was a loyal member of his corporation's hostile takeover department. That was right up until he realised how much more money he could be making if he struck out on his own. Now he has his old employers rather upset with him but he could not care less. He does the same thing as before; he just enjoys life a lot more.</i>						
	Subtitle(s) Former Business Agent						

Name	<i>Esilia Costel</i>	STR 5	DEX 10	END 6	INT 6	EDU 6	SOC 6
Age	34 Career(s) <i>Army (Infantry, 4 terms)</i>						
Skills	<i>Athletics, Gun Combat 2, Medic, Recon, Stealth</i>						
Equipment	<i>Assault Rifle, Flak Jacket, Comm (TL 10)</i>						
Character	<i>It did not take long after mustering out for Esilia to grow bored with life as a civilian. Always one for the action of duty on the line, she took a long hard look at her skills and decided on contract killing as her most likely option. Esilia is a logical woman and that shows in her methodical, efficient work and her 100% success rate on her missions so far.</i>						
	Subtitle(s) Cold Blooded Shooter						

Name	<i>Lumshak Namma</i>	STR 6	DEX 8	END 7	INT 6	EDU 8	SOC 4
Age	30 Career(s) <i>Marines (Support, 3 terms)</i>						
Skills	<i>Athletics, Comms, Explosives, Gun Combat, Heavy Weapons, Stealth, Tactics</i>						
Equipment	<i>Cloth Armour (3), Comm (TL 10), Rifle, Rocket Launcher</i>						
Character	<i>'Anyone, anywhere.' Lumshak has turned his comprehensive military training into a prosperous assassination business. His motto echoes his skills and his philosophy. There is no target so hidden or entrenched that he or she cannot be taken out with the right tactics and the correct level of firepower. Lumshak is always careful to limit collateral damage.</i>						
	Subtitle(s) Inventive Assassin						

Name	<i>Kenny 'Deader' Ratliffe</i>	STR 8	DEX 6	END 7	INT 6	EDU 6	SOC 7
Age	30 Career(s) <i>Rogue (Enforcer, 3 terms)</i>						
Skills	<i>Athletics, Drive, Gun Combat, Melee (unarmed), Streetwise 2</i>						
Equipment	<i>Autorifle, Comm (TL 8)</i>						
Character	<i>Kenny is the deadliest thing in his home city and that is how he survives in the assassination business. He does not take jobs anywhere else, limiting his kills to the streets he knows better than nearly anyone. He makes it clear in his contracts that if a target leaves his city he will refund the fee but if they stay long enough for him to reach them, they are dead.</i>						
	Subtitle(s) Local Killer						

Name	Omer Frye	STR 5	DEX 9	END 6	INT 8	EDU 9	SOC 9
Age	42 Career(s) Agent (Intelligence, 4 terms), Citizen (Corporate, 2 terms)						
Skills	Admin, Broker, Gun Combat 2, Investigate, Leadership, Stealth, Streetwise						
Equipment	Autopistol, Comm (TL 10), Hand Computer						
Character	Omer is not as young as he used to be and contract killing is a young man's game. As it is also all he knows, Omer took the only logical step for a man of his intelligence and education. He runs the Clearinghouse, a loose organisation of assassins and other criminals. For a percentage, he negotiates contracts, hands out assignments and guarantees results. Subtitle(s) Lethal Businessman						

BLACKMAIL

Name	Abraham Rich	STR 5	DEX 6	END 6	INT 7	EDU 7	SOC 8
Age	30 Career(s) Agent (Intelligence, 3 terms)						
Skills	Comms, Deception 2, Gun Combat, Investigate, Stealth, Streetwise						
Equipment	Comm (TL 10), Rifle						
Character	Abraham is extremely good at what he does but what he does is as sleazy as it comes. He uses his authority as an intelligence officer to get into private gathering places, records the goings on and then blackmails the people involved for tidy sums. He keeps his rates low and his volume high, all the better to generate a sustainable income from his marks. Subtitle(s) Eavesdropping Agent						

Name	Bean Chestwood	STR 6	DEX 5	END 5	INT 8	EDU 8	SOC 6
Age	26 Career(s) Citizen (Worker, 2 terms)						
Skills	Advocate, Drive, Gambler, Trade (delivery)						
Equipment	Comm (TL 8), Ground Car						
Character	Some blackmailers simply stumble into their crime. While out on a delivery run across the colony dome, Bean happened upon a crime in progress. When the men involved offered to pay him to keep quiet, he agreed. At first it seemed all right but now the thieves want to pay him more to use his vehicle for goods transport. How deep in does he want to get? Subtitle(s) Possible Accomplice						

Name	Delores Andersenn	STR 5	DEX 6	END 6	INT 7	EDU 6	SOC 5
Age	34 Career(s) Citizen (Corporate, 4 terms)						
Skills	Admin 2, Advocate, Diplomacy, Trade (secretarial)						
Equipment	Commdot, Hand Computer						
Character	Delores had a fine set-up at the office. She was a secretary for a handsome, powerful executive officer and when romance sparked she was happy to fan the flames. Then she found out he was married. After tending to her broken heart, she tended to him. Now she gets all the vacation she wants with pay and any other perks she can imagine. Love hurts. Subtitle(s) Jilted Secretary						

Name	John Polly	STR 6	DEX 6	END 7	INT 8	EDU 7	SOC 8
Age	26 Career(s) Agent (Law Enforcement, 2 terms)						
Skills	Deception, Gun Combat, Investigate, Streetwise						
Equipment	Autopistol, Comm (TL 10), Stunner						
Character	It did not take John Polly long to find out how things on the streets really worked for a cop on the beat. Even on a remote colony there were still over 1,000 workers and ample chances for a poor civil servant to get rich. His preferred method is finding out how other cops are being paid and then taking a cut to stay quiet. It is dangerous but profitable. Subtitle(s) Double Blackmailer						

Name	Rivera Gerald	STR 6	DEX 8	END 6	INT 6	EDU 8	SOC 6
Age	34	Career(s) <i>Entertainer (Journalist, 4 terms)</i>					
Skills	<i>Advocate, Art (holography 1), Investigate 2, Persuade</i>						
Equipment	<i>Camera drone, Commdot, Hand Computer</i>						
Character	<i>Rivera Gerald embodies the warning inherent in investigative journalists. They are paid and trained to dig. When Rivera's media employer was caught taking bribes from politicians to keep certain stories out of the news, he could have turned them in. He did not. Instead he became their youngest anchor ever and reaps in a salary far exceeding his skill.</i>						
	Subtitle(s) Media Blackmailer						

Name	Wade Dexter Mack	STR 4	DEX 6	END 5	INT 8	EDU 5	SOC 5
Age	50	Career(s) <i>Citizen (Worker)</i>					
Skills	<i>Broker, Drive, Mechanic, Trade (metal manufacturing) 2</i>						
Equipment	<i>Comm (TL 10)</i>						
Character	<i>Wade is proof that crime can not only pay but can set you up for life if you are lucky. When he was a very young man just starting out at his colony's steel mill, he overheard a conversation between his plant boss and the government inspector. Getting it on data wafer has kept him well paid for decades, allowing him to live the life of a successful blackmailer.</i>						
	Subtitle(s) Geriatric Criminal						

BRIBERY

Name	Antony Castro	STR 5	DEX 6	END 6	INT 7	EDU 8	SOC 5
Age	30	Career(s) <i>Rogue (Enforcer, 3 terms)</i>					
Skills	<i>Admin, Deception, Melee (unarmed) 1, Persuade, Streetwise</i>						
Equipment	<i>Cloth Armour (3), Comm (TL 8), Snub Pistol</i>						
Character	<i>Antony works for the local mob as a graft contact, the bag man for drop offs in the organisation's many blackmail and bribery schemes. He does as he is told and then some, running a small business of his own on the side. When a mark is short one month, he offers to take what they can pay as a bribe and then blames the 'lost payment' on a local gang.</i>						
	Subtitle(s) Enterprising Thug						

Name	Colleen Best	STR 4	DEX 6	END 6	INT 8	EDU 6	SOC 6
Age	26	Career(s) <i>Citizen (Worker)</i>					
Skills	<i>Admin, Drive, Medic, Trade (nursing)</i>						
Equipment	<i>Ground Car, Comm (TL 10)</i>						
Character	<i>Not every bribery racket is a matter of millions or even thousands. Colleen started taking little amounts of money from patients at the hospital in exchange for letting them get away with things like staying up past curfew or refusing non-vital medications. It is an innocent little operation but it is also only a matter of time before someone gets hurt or she gets caught.</i>						
	Subtitle(s) Naughty Nurse						

Name	Diipag Kuu	STR 8	DEX 6	END 7	INT 6	EDU 5	SOC 5
Age	30	Career(s) <i>Rogue (Enforcer, 3 terms)</i>					
Skills	<i>Admin, Melee (unarmed) 2, Persuade, Streetwise</i>						
Equipment	<i>Comm (TL 8), Flak Jacket</i>						
Character	<i>Diipag found work on a border world as a bouncer for a seedy bar technically one step past the legal limit on age of patrons and fire codes. Ever since he started working he has been surprised to find people paying him to get in. Knowing that the bar also charges inside, this makes no sense to Diipag, unfamiliar as he is with the concept of a bribe.</i>						
	Subtitle(s) Unwitting Criminal						

Name	<i>Leta Basstone</i>	STR 5	DEX 6	END 5	INT 8	EDU 7	SOC 8
Age	34	Career(s) <i>Citizen (Worker, 4 terms)</i>					
Skills	<i>Admin, Drive, Trade (housekeeper)</i>						
Equipment	<i>Ground Car, Comm (TL 10)</i>						
Character	<i>Leta was a normal wife and mother on a homeworld of nine billion people until the day gross malpractice cost her the life of her infant. When the court case seemed pretty cut and dried in her favour, the doctor offered her a very out of court settlement to drop the charges. Knowing how long it would take to do things legally, she accepted and lives well now.</i>						
	Subtitle(s) Monetary Mom						

Name	<i>Loren Sanchez</i>	STR 6	DEX 5	END 6	INT 7	EDU 6	SOC 7
Age	30	Career(s) <i>Agent (Law Enforcement, 3 terms)</i>					
Skills	<i>Advocate, Drive 2, Investigate, Streetwise 2</i>						
Equipment	<i>Commdot, Ground Car (bike)</i>						
Character	<i>Loren is port security with a special sort of beat. He is fairly well known in the area for have a rating sheet in his head of starship violations and what it costs to have them not get enforced. He makes a good living as a cop but a far better one from bribery. He would be worried about getting caught but the port authority likes its cut each month too much.</i>						
	Subtitle(s) Corrupt Port Guard						

Name	<i>Wallace Alburtun</i>	STR 5	DEX 7	END 6	INT 8	EDU 6	SOC 10
Age	38	Career(s) <i>Nobility (Administrator, 5 terms)</i>					
Skills	<i>Admin, Advocate, Broker 2, Diplomat, Persuade 2</i>						
Equipment	<i>Fine Clothes, Hand Computer</i>						
Character	<i>The position of planetary assayer on his world has always gone to a noble of his family and when it passed to him, Wallace had been long trained by his uncle in exactly what to do. He went to all of the businesses and organisations that had to go through his office for contracts and explained the price of each one. On his world, bribery is an old tradition.</i>						
	Subtitle(s) Generational Graft						

CARTELS

Name	<i>Alana Bartlett</i>	STR 5	DEX 6	END 6	INT 7	EDU 8	SOC 10
Age	34	Career(s) <i>Citizen (Corporate, 4 terms)</i>					
Skills	<i>Admin, Advocate 2, Broker, Leadership, Trade (mining)</i>						
Equipment	<i>Comm (TL 10)</i>						
Character	<i>Gemstones really are a girl's best friend, especially when you run the largest illegal mining cartel in the sector. Never one to back down from a good deal or a hard offer, Alana has built up a gemstone trading company on the verge of bankruptcy and merged it with several others into a network of strip mines, legitimate traders and smugglers to be proud of.</i>						
	Subtitle(s) Queen of Diamonds						

Name	<i>Babe Catelmann</i>	STR 7	DEX 8	END 6	INT 6	EDU 5	SOC 8
Age	30	Career(s) <i>Rogue (Enforcer, 3 terms)</i>					
Skills	<i>Athletics, Gun Combat, Melee (blade), Persuade 2</i>						
Equipment	<i>Autopistol, Comm, Knife, Mesh Armour</i>						
Character	<i>When Babe gets called, everyone involved knows that someone, somewhere is about to get hurt. Babe made a point early in his enforcement career to do some seriously brutal damage to people under his 'care'. That allows him to conduct business now with only the silent threat of violence and be pleasantly surprised with how often that works on people.</i>						
	Subtitle(s) Cartel 'Persuader'						

Name	<i>Delmar Weiss</i>	STR 6	DEX 5	END 6	INT 9	EDU 8	SOC 8
Age	26	Career(s) <i>Citizen (Corporate, 2 terms)</i>					
Skills	<i>Admin, Advocate, Broker, Leadership, Trade (comestibles)</i>						
Equipment	<i>Comm (TL 10)</i>						
Character	<i>Though it might not seem it to look at Delmar in his average clothes and his hometown smile, he is actually the head of a large farm and ranch cartel that squeezes production to the breaking point and ignores virtually every safety and inspection law on the books. Careful never to be directly connected, he cultivates his backwater world farmer appearance.</i>						
		Subtitle(s) Felonious Farmer					

Name	<i>Jasper Ochua</i>	STR 5	DEX 8	END 7	INT 8	EDU 8	SOC 7
Age	42	Career(s) <i>Navy (Line/Crew, 4 terms), Citizen (Corporate, 2 terms)</i>					
Skills	<i>Admin 2, Advocate, Broker, Leadership 2, Sensors</i>						
Equipment	<i>Commdot, Fine Clothes</i>						
Character	<i>Jasper could not wait for the day when his tour of duty would be over and he could leave the navy with a nice, small pension and honours. He could not wait because while he was a sensor tech on a patrol barge he located several little smuggler groups and made quiet contact with them. Now he runs them, providing tactical advice and firm leadership.</i>						
		Subtitle(s) Military Cartel Man					

Name	<i>Shane Dan Conway</i>	STR 6	DEX 6	END 6	INT 8	EDU 7	SOC 9
Age	46	Career(s) <i>Nobility (Administrator, 7 terms)</i>					
Skills	<i>Admin 2, Advocate, Broker 2, Diplomat 2, Leadership, Persuade</i>						
Equipment	<i>Commdot, Regal Clothes</i>						
Character	<i>As a landed noble and a Minister on his prime colony world, Shane has almost total executive control over law enforcement and administration. Who better to organise and lead the various criminal factions and keep their dealings from ever running afoul of any authority but his? On his planet, other cartels answer to him and the profits are immense.</i>						
		Subtitle(s) Master of Crime					

Name	<i>Timothy Stanton</i>	STR 6	DEX 5	END 6	INT 8	EDU 7	SOC 6
Age	34	Career(s) <i>Agent (Law Enforcement, 4 terms)</i>					
Skills	<i>Advocate, Broker, Drive 2, Gun Combat 2, Investigate, Streetwise 2</i>						
Equipment	<i>Comm (TL 10), Snub Pistol</i>						
Character	<i>There is only so long an undercover cop can stay in the criminal world without it having an effect. In Tim's case that effect was rebirth. Working inside a huge drug cartel, Timothy moved carefully, took out key players and waited until the time was right. He switched sides, took everything over and has been using his skills to run the whole show ever since.</i>						
		Subtitle(s) Ex-Cop Drug Lord					

COMPUTER CRIMES

Name	<i>Alfredo McKinney</i>	STR 6	DEX 5	END 5	INT 9	EDU 8	SOC 9
Age	38	Career(s) <i>Agent (Corporate, 5 terms)</i>					
Skills	<i>Admin, Computers 4, Deception, Investigate 2</i>						
Equipment	<i>Computer (TL 10), Data Display/Recorder</i>						
Character	<i>Alfredo has a tough job. As a former hacker himself, he has all the skills he needs to stop them from attacking the companies where he holds contracts. He is good at his work but it does cost him a lot of grief from the community he used to be a member of. His old friends consider him a traitor and he finds the change hard.</i>						
		Subtitle(s) Hacker Security					

Name	<i>Carter Bray</i>	STR 5	DEX 6	END 5	INT 11	EDU 10	SOC 6
Age	26	Career(s) <i>Citizen (Corporate), Scholar (Scientist)</i>					
Skills	<i>Admin, Comms, Computers 3, Investigate, Social Science (cryptography) 2</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>Carter Bray could have been a fellow at a prestigious off world university if he had wanted to but his friends drew him into their criminal culture instead. Carter has a natural gift for codes and an inquisitive mind that lets him puzzle through passwords with incredible accuracy. He guesses the passwords, his friends use them and everyone wins.</i>						
	Subtitle(s) Brilliant Codebreaker						

Name	<i>Jules Weber</i>	STR 6	DEX 5	END 7	INT 8	EDU 9	SOC 9
Age	30	Career(s) <i>Citizen (Corporate, 3 terms)</i>					
Skills	<i>Admin, Computers 3, Engineer (electronic)</i>						
Equipment	<i>Comm (TL 10), Computer (TL 12), Hand Computer</i>						
Character	<i>Jules is a devotee of the school of anarchy, a true believer that the only way to 'win' is to break the system. He writes virus codes and worms, sending them out from public terminals by remote and then sitting back and watching the mayhem. He supports himself with computer crimes, of course, but his real purpose is to bring it all down and watch it burn.</i>						
	Subtitle(s) Viral Addict						

Name	<i>Mitch Darryl Cook</i>	STR 5	DEX 7	END 6	INT 9	EDU 8	SOC 5
Age	26	Career(s) <i>Citizen (Corporate, 2 terms)</i>					
Skills	<i>Admin, Advocate, Computers 2, Deception, Mechanic</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>Though he never meant to be a computer criminal, Mitch has become one of the best in his field. He still works as a corporate IT staff member on a space station but his real profession for a few years now has been falsifying records for anyone with a need and the money to get it done. He did it once as a favour and now has become addicted to the 'job'.</i>						
	Subtitle(s) Records Hacker						

Name	<i>Scottie Parker</i>	STR 6	DEX 6	END 7	INT 8	EDU 6	SOC 6
Age	38	Career(s) <i>Rogue (Thief, 5 terms)</i>					
Skills	<i>Computers 3, Deception, Remote Operations, Streetwise 2</i>						
Equipment	<i>Comm (TL 10), Computer (TL 12)</i>						
Character	<i>For the right price, Scottie Parker can get a client anything on the planetary network he or she could want. His rates are high but so is his success rate and business have never been so good. He really does not see himself as a criminal. In his eyes, Scottie is a researcher, gleaning data for those too stupid or busy to go out and get it themselves.</i>						
	Subtitle(s) Information Thief						

Name	<i>Trina Rocha</i>	STR 5	DEX 7	END 8	INT 9	EDU 8	SOC 8
Age	30	Career(s) <i>Citizen (Corporate, 3 terms)</i>					
Skills	<i>Admin, Advocate, Computers 3, Broker</i>						
Equipment	<i>Comm (TL 10), Computer (TL 11) with specialised Intrusion software</i>						
Character	<i>As 'Nightshade', an infamous hacker, Trina has done it all. She has broken into military databases, credit records, spy satellites and private residences. She knows information jacking, data mining, identity theft and more, better than anyone else on her world. Her real name leaked out a few months ago and now the race is on to find her before she can react.</i>						
	Subtitle(s) Hacker Pursued						

CURRENCY SCHEMES

Name	Amos Kramer	STR 5	DEX 6	END 6	INT 7	EDU 8	SOC 6
Age	30	Career(s) <i>Citizen (Corporate, 3 terms)</i>					
Skills	<i>Admin, Advocate, Broker 2, Computers 2</i>						
Equipment	<i>Comm (TL 10)</i>						
Character	<i>Amos has a good little operation, fleecing tourists to travel through his station when they try to take out credits for purchase in the tariff free zone. His booth runs just a tiny bit over the legal percentage limit. The transfers do not appear to be high individually but after a busy day, he pulls in a hefty sum of credits with no tax accountability.</i>						
Subtitle(s)	Starport Scammer						

Name	Corrine Allen	STR 5	DEX 6	END 7	INT 7	EDU 7	SOC 8
Age	26	Career(s) <i>Citizen (Corporate, 2 terms)</i>					
Skills	<i>Admin, Advocate, Broker, Computers, Persuade</i>						
Equipment	<i>Comm (TL 8), Hand Computer</i>						
Character	<i>Together with her partner Gerard, Corrine has a currency scam that is nearly flawless. She is set up right at the entrance of a city port, exchanging credits for 'local funds' and doing so at what would seem to be a fair rate of exchange. By the time people realise they have been fleeced, she has moved on and when Gerard joins her, the game starts again.</i>						
Subtitle(s)	Moneychanger						

Name	Gerard Greene	STR 6	DEX 6	END 8	INT 7	EDU 7	SOC 6
Age	30	Career(s) <i>Rogue (Thief), Merchant (Free Trader, 2 terms)</i>					
Skills	<i>Advocate, Broker, Computers, Deception, Trade (merchant)</i>						
Equipment	<i>Comm (TL 8), Trade Stock</i>						
Character	<i>The other half of Corrine's scam, Gerard has a portable trade stand and sets it up just in sight of wherever she is making currency exchanges. He sells trinkets and 'local goods' for the fake money she is selling, advising customers to head into town and look for more local shops like his. After a few hours, they move locations before irate people come back.</i>						
Subtitle(s)	Crooked Merchant						

Name	Latasha Bishop	STR 5	DEX 6	END 6	INT 9	EDU 8	SOC 8
Age		Career(s) <i>Citizen (Corporate, 4 terms)</i>					
Skills	<i>Admin 2, Advocate, Broker 2, Deception, Leadership</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>Latasha is in charge of trade fees for her colony and trusted with proper administration of those taxes against every ship and merchant that she oversees. That trust is misplaced as she often slips in small 'currency fees' as a matter of course for ships that come from worlds too distant to know better, fees she collects personally and then keeps for herself.</i>						
Subtitle(s)	Corrupt Supervisor						

Name	Miquel Wise	STR 6	DEX 5	END 7	INT 8	EDU 8	SOC 8
Age	38	Career(s) <i>Merchant (Broker, 5 terms)</i>					
Skills	<i>Admin, Advocate, Broker 3, Trade (economic advisor)</i>						
Equipment	<i>Comm (TL 10)</i>						
Character	<i>Miquel is a rich and powerful man thanks to his proven business strategy of disproving the business strategies of others. He has set himself up as an advisor and offers consultations for a modest fee. Once he has a client's confidence he specifically directs them to markets that will turn a greater profit because of exchange rates and pockets the difference.</i>						
Subtitle(s)	Errant Advisor						

Name	Thanh Powers	STR 5	DEX 7	END 6	INT 9	EDU 9	SOC 8
Age	30 Career(s) Citizen (Corporate, 3 terms)						
Skills	Admin, Advocate, Broker 2, Diplomat, Leadership						
Equipment	Comm (TL 10), Hand Computer						
Character	<i>Thanh works the currency game in a classic way, touting himself as a futures expert and having just enough business clout to pull it off. He sells his clients misinformation, gets them to take the investments he offers and then works the returns so that they get a profit but not quite as much as they earned. They stay clueless and he gets even wealthier.</i>						
	Subtitle(s) Futures (mis)Trader						

EMBEZZLEMENT

Name	Aiman Sacks	STR 6	DEX 5	END 6	INT 8	EDU 8	SOC 6
Age	30 Career(s) Citizen (Corporate, 3 terms)						
Skills	Admin, Advocate, Broker 3, Persuade						
Equipment	Comm (TL 10)						
Character	<i>It was all supposed to be so easy. All Aiman intended to do was funnel a little bit of the incoming profits from an off world account into his own savings. He was only going to do it once. But when it worked and he did not get caught, the temptation to do it again was just too great. Now he has his embezzling fingers in dozens of funds, drunk off the profits.</i>						
	Subtitle(s) Addict to Larceny						

Name	Bollinger Kelly	STR 6	DEX 7	END 5	INT 6	EDU 7	SOC 8
Age	26 Career(s) Nobility (Administrator, 2 terms)						
Skills	Admin, Advocate, Broker, Investigate, Persuade						
Equipment	Commdot, Hand Computer						
Character	<i>Bollinger works in the Crown Treasury, an important and often ignored department of his monarchy homeworld. He is so ignored, in fact, that for a few years now he has simply been paying his own bills out of court funds and no one has noticed. Moreover the steady flow has made the crown accounts look active and he has received a bonus. He is so confused.</i>						
	Subtitle(s) Bewildered Thief						

Name	Lurka Siikala	STR 5	DEX 6	END 6	INT 7	EDU 7	SOC 5
Age	34 Career(s) Navy (Line/Crew, 4 terms)						
Skills	Admin, Advocate, Broker, Leadership, Sensors						
Equipment	Comm (TL 10), Stunner						
Character	<i>Lurka serves on a military frigate and is in charge of disbursements and pay for the crew. It occurred to him when he got the job that no one besides him kept track of how many crewmen were actually aboard the large vessel. Consequently there are now four imaginary shipmates drawing pay and one Lurka Siikala getting steadily wealthier at the same time.</i>						
	Subtitle(s) Clever Crewman						

Name	Mandis Cisero	STR 6	DEX 6	END 5	INT 8	EDU 9	SOC 8
Age	34 Career(s) Agent (Corporate, 4 terms)						
Skills	Admin, Computers 2, Deception, Gun Combat, Investigate 2						
Equipment	Autopistol, Commdot						
Character	<i>The day Mandis discovered that his contact in the company was often completely out of touch with his superiors was the day he really started getting paid. Whenever he needs extra credits, he contacts his liaison and reports a small mission completed along with an invoice. He never actually does the mission but he still gets paid. It is a great system so far.</i>						
	Subtitle(s) Fraudulent Agent						

Name	Neal Hickman	STR 6	DEX 6	END 7	INT 8	EDU 7	SOC 7
Age	22	Career(s) <i>Citizen (Corporate)</i>					
Skills	<i>Admin, Advocate, Broker, Diplomat</i>						
Equipment	<i>Comm (TL 10)</i>						
Character	<i>Neal has a lot to learn. Having just arrived from his last training course aboard the colony station where he grew up, the idea of embezzlement is completely foreign to him. That is all about to change because unfortunately he has been assigned to a brokerage on a back world that takes care of military accounts, an office where everyone cheats.</i>						
	Subtitle(s) Fresh Banking Blood						

Name	Wilimena Pearl	STR 5	DEX 6	END 8	INT 8	EDU 8	SOC 4
Age	38	Career(s) <i>Rogue (Enforcer, 5 terms)</i>					
Skills	<i>Advocate, Broker, Computers, Deception 2, Melee (unarmed), Streetwise 2</i>						
Equipment	<i>CommDOT, Mesh Armour, Snub Pistol</i>						
Character	<i>Wilimena is getting too old for this line of work, a fact she has been coming to terms with since she hit 30 and nothing had changed in her life. Still shaking down people for her mob boss, Wilimena decided then it was time to start putting away for retirement. She is not putting away her own money, of course. She just carves a little off what she collects.</i>						
	Subtitle(s) Crooked Enforcer						

ENVIRONMENTAL CRIMES

Name	Billy Weedin	STR 6	DEX 6	END 5	INT 6	EDU 5	SOC 6
Age	30	Career(s) <i>Citizen (Worker, 3 terms)</i>					
Skills	<i>Drive, Engineer (chemical), Mechanic 2, Trade (factory work), Vacc Suit</i>						
Equipment	<i>Comm (TL 8), Geiger Counter, Hostile Environment Vacc Suit</i>						
Character	<i>Billy has worked at the same plant his entire adult life and nothing ever changes. He watches the gauges, he catalogues the barrels of waste and when he gets orders from above he loads a few dozen of them on a flatbed truck. Then he drives them to the edge of the colony and pours the waste in a crater. He once wondered if this was illegal.</i>						
	Subtitle(s) Unwitting Worker						

Name	Durson Calenvale	STR	DEX	END	INT	EDU	SOC
Age	34	Career(s) <i>Citizen (Corporate, 4 terms)</i>					
Skills	<i>Admin, Advocate, Broker 2, Computer, Leadership</i>						
Equipment	<i>CommDOT, Hand Computer</i>						
Character	<i>There are not many colonies that use nuclear reactors like his any more and none of them still follow the same antiquated environmental laws he is supposed to obey. So why should he? The plant barely turns a huge profit anyway and he has employees to pay. So if a few barrels go missing and he has to cook the books, so be it. He is just doing business.</i>						
	Subtitle(s) Environment Wrecker						

Name	Emilia Brightree	STR 5	DEX 7	END 6	INT 7	EDU 7	SOC 8
Age	38	Career(s) <i>Citizen (Corporate, 5 terms)</i>					
Skills	<i>Admin, Advocate 2, Broker, Computer, Leadership 2</i>						
Equipment	<i>Comm (TL 10), Hand Computer</i>						
Character	<i>This subsector is overseen by Amelia's department and she manages the worlds in it personally. As the controller-agent for environmental concerns, she keeps a careful eye on pollution and fines the individuals involved. Of course, not all of these fines make it back to the department. A lady has expenses, after all.</i>						
	Subtitle(s) Corrupt Controller						

Name	<i>Gillard Montango III</i>	STR 6	DEX 6	END 7	INT 8	EDU 8	SOC 10
Age	<i>42</i>						
Career(s)	<i>Nobility (Administrator, 6 terms)</i>						
Skills	<i>Admin 2, Advocate 3, Broker, Diplomat 2, Investigate, Leadership 2</i>						
Equipment	<i>Fine Clothes, Neural Comm</i>						
Character	<i>Gillard is just one more step up the corrupt ladder where environmental crimes are concerned. While he knows all about the infractions that take place in his sector of assigned space, he is content to let such things slide as long as he is paid his tithes every year by the controller-agents in his service. The system works and if it is not broken, why fit it?</i>						
Subtitle(s)	Negligent Noble						

Name	<i>Norma Tates</i>	STR 5	DEX 6	END 7	INT 6	EDU 8	SOC 6
Age	<i>26</i>						
Career(s)	<i>Army (Support, 2 terms)</i>						
Skills	<i>Comms, Computers, Drive, Mechanic 2</i>						
Equipment	<i>Comm (TL 8), Tool Kit</i>						
Character	<i>Norma is in charge of her base's motor pool, four dozen ground vehicles ranging from patrol bikes for the military police to massive ATVs. All of them have emission control standards that she is supposed to follow. Supposed is the key word. As overworked as she is, she does not have time to worry about that. Besides, what harm can a few more cars do?</i>						
Subtitle(s)	Apathetic Mechanic						

Name	<i>Terrance Clay</i>	STR 7	DEX 5	END 6	INT 9	EDU 10	SOC 8
Age	<i>34</i>						
Career(s)	<i>Scholar (Field Researcher, 4 terms)</i>						
Skills	<i>Admin, Computer, Investigate, Physical Science (chemistry), Sensors 2</i>						
Equipment	<i>Comm (TL 10), Hand Computer, Specialised Sensors</i>						
Character	<i>Terrance has been an environmental watchdog for many years, moving from planet to planet at his sponsor's expense and taking candid readings of the atmosphere and water supplies. He honestly thinks he is doing good work but his backers only use his good name to falsify records and hide their crimes. If he knew, he could do a lot of damage to them.</i>						
Subtitle(s)	Eco Crusader						

FORGERY

Name	<i>Dipash Gurkuka</i>	STR 6	DEX 9	END 6	INT 9	EDU 10	SOC 6
Age	<i>30</i>						
Career(s)	<i>Citizen (Worker)</i>						
Skills	<i>Admin, Art (painting), Broker, Drive, Mechanic, Trade (printing)</i>						
Equipment	<i>Commdot, Computer (TL 11) with specialised software</i>						
Character	<i>Dipash is an entrepreneur in a special market, trade in rare books from a lost time. He makes a good living selling legitimate ones but a far better profit by duplicating 'one of a kind' texts and selling them in separate systems where the buyers are highly unlikely to ever find out they do not have anything close to the original. So far, he has a good thing going.</i>						
Subtitle(s)	Illegal Printer						

Name	<i>Earle Tomaway</i>	STR 5	DEX 6	END 6	INT 8	EDU 8	SOC 8
Age	<i>34</i>						
Career(s)	<i>Agent (Corporate, 4 terms)</i>						
Skills	<i>Advocate, Computers 3, Deception, Investigate</i>						
Equipment	<i>Comm (TL 10), Computer (TL 12)</i>						
Character	<i>The majority of all records in the Imperium is done electronically and exist in a virtual space only. That makes it easy for someone with the skills and wherewithal to forge documents and create false identities. Earle is nothing like his real name and for the right price, he can do the same for anyone else who would like to change who and what they are.</i>						
Subtitle(s)	Fake ID Maker						

Name	<i>Giona Davis</i>	STR 4	DEX 6	END 8	INT 8	EDU 7	SOC 7
Age	30	Career(s) <i>Citizen (Corporate, 3 terms)</i>					
Skills	<i>Admin, Advocate 2, Broker, Computer, Leadership</i>						
Equipment	<i>Comm (TL 8)</i>						
Character	<i>When Giona's boss double-crossed an agent that had been blackmailing him for data, he got himself killed. The main corporation has a history of closing up shop and leaving planets after an incident of violence and no one wanted to lose their jobs. They formed a plan with Giona as the key. She forges his identity on documents and voila, he is still alive.</i>						
	Subtitle(s) Desperate Secretary						

Name	<i>Igval Malmon</i>	STR 6	DEX 5	END 7	INT 8	EDU 7	SOC 8
Age	26	Career(s) <i>Entertainer (Artist, 2 terms)</i>					
Skills	<i>Advocate, Art (painting) 2, Carouse, Deception, Steward</i>						
Equipment	<i>Art Supplies, Artist Rival, Commdot,</i>						
Character	<i>The art world is filled to capacity with skilled people producing beautiful pieces of art. Then there are people like Igval, a man with lots of skill and no appreciable style of his own. This works for him though, allowing him to duplicate other people's work, sign their recognisable names and sell the paintings on worlds where no one will be the wiser.</i>						
	Subtitle(s) Art Plagiarist						

Name	<i>Mayer Tonidus</i>	STR 5	DEX 6	END 4	INT 8	EDU 7	SOC 10
Age	42	Career(s) <i>Nobility (Dilettante, 6 terms)</i>					
Skills	<i>Admin, Advocate 2, Deception 3, Diplomat 2, Gambler</i>						
Equipment	<i>Commdot, Fine Clothes</i>						
Character	<i>When Mayer finally ran out of credits in his family name, he did not despair. He just turned to his friend in accounting for his local casino and struck a deal. Now he uses forged notes of credit, wins or loses all he wants and then settles up after hours. Loses are erased and wins are shared with his partner. It is a good scheme as long as he keeps winning.</i>						
	Subtitle(s) Obsessed Gambler						

Name	<i>Surial Williset</i>	STR 7	DEX 6	END 6	INT 6	EDU 8	SOC 5
Age	22	Career(s) <i>Marines (Support)</i>					
Skills	<i>Admin, Computers, Drive, Mechanic</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>When Surial transferred to the new marine ready station, he found a ton of work orders to do and no actual work to perform. Not knowing what else to do, he started forging a supervisor stamp on the outstanding orders and turning them in. Now he has been decorated for efficiency and promoted. All he has to do is keep up that impossible work load.</i>						
	Subtitle(s) Marine in Trouble						

FRAUD

Name	<i>Berry Jacobs</i>	STR 5	DEX 7	END 6	INT 8	EDU 9	SOC 6
Age	26	Career(s) <i>Navy (Line/Crew, 2 terms)</i>					
Skills	<i>Admin, Comms, Gunner, Mechanic, Sensors</i>						
Equipment	<i>Commdot, Stunner</i>						
Character	<i>The moment Berry signed on to his current ship his life has been complicated. The crew computer mistook him for a much higher ranked officer and transferred him to the officer deck and a Lieutenant's berth, complete with a new uniform. Since he did not correct the system immediately he is now living in fear. Someone is sure to notice eventually and when they do...</i>						
	Subtitle(s) Panicked Ensign						

Name	<i>Djora Ulpesha</i>	STR 7	DEX 7	END 6	INT 8	EDU 6	SOC 6
Age	30	Career(s) <i>Entertainer (Artist, 3 terms)</i>					
Skills	<i>Advocate, Art (sculptor) 2, Carouse, Deception</i>						
Equipment	<i>Art Supplies, Comm (TL 8)</i>						
Character	<i>'Djora' was an aspiring artist when she got the news that her idol in the art trade had gone missing and was presumed dead after a passenger star liner went off beacon and vanished. After a few days of mourning, she went to a different system, changed her name to match her idol and began producing similar art while living off the stolen reputation.</i>						
	Subtitle(s) Art Doppelganger						

Name	<i>Fayde Alagorii</i>	STR 5	DEX 6	END 6	INT 9	EDU 9	SOC 9
Age	34	Career(s) <i>Citizen (Corporate, 4 terms)</i>					
Skills	<i>Admin, Advocate 2, Broker 3, Computer 2</i>						
Equipment	<i>Comm (TL 10)</i>						
Character	<i>Even in an age of pure electronics and high security, the opportunities for fraud abound. Fayde is a model businessman on his planet. The means he has a hand in every shady and illegal racket in the market and then some. Getting ahead on his world is not about breaking the law. It is all about finding new ways to do so and then sharing them.</i>						
	Subtitle(s) Institutionalised						

Name	<i>Larston Cannes</i>	STR 6	DEX 6	END 5	INT 8	EDU 6	SOC 8
Age	30	Career(s) <i>Citizen (Corporate, 3 terms)</i>					
Skills	<i>Admin 2, Advocate, Broker 2, Computer, Leadership</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>When Larston found out the dockhands were overcharging incoming vessels on their docking fees and keeping the difference, he knew he had to do something. So he invented a fake tax, introduced it into the docking ledgers to keep corporate ignorant and showed his plan to the workers. Now the only ones out of anything are the travellers that use his docks.</i>						
	Subtitle(s) Clever Controller						

Name	<i>Normonus Welsh</i>	STR 6	DEX 7	END 6	INT 7	EDU 8	SOC 7 (13)
Age	26	Career(s) <i>Scout (Courier, 2 terms)</i>					
Skills	<i>Astrogation, Carouse, Comms, Deception, Gun Combat</i>						
Equipment	<i>Cloth Armour (3), Commdot, Snub Pistol</i>						
Character	<i>Normonus's real name is Troy but somewhere along the way it got changed to the name of a minor noble he ran into one day and who got himself killed while Troy was on the same station. Liking the way people treated nobility, he grabbed the dead man's papers and has been pretending to be Normonus ever since. He never worries about why the man died.</i>						
	Subtitle(s) Would-be Prince						

Name	<i>Tinah Ia-Coster</i>	STR 5	DEX 6	END 6	INT 8	EDU 7	SOC 6
Age	30	Career(s) <i>Citizen (Corporate, 3 terms)</i>					
Skills	<i>Admin, Advocate 2, Broker 2, Diplomacy, Investigate, Leadership</i>						
Equipment	<i>Comm (TL 10)</i>						
Character	<i>No one really knows what Tinah's business does. That is because Tinah's business does not actually do anything at all. Her 'company' is just her and a lot of stock vid footage. She contacts investors, offers to set up shop on their world doing whatever they seem to need most and then vanishes to another star system along with the initial funds they sent.</i>						
	Subtitle(s) Ghost Businesswoman						

GAMBLING

Name	<i>Diipagkhu Aisa</i>	STR 6	DEX 7	END 5	INT 7	EDU 8	SOC 6
Age	30 Career(s) <i>Citizen (Corporate, 3 terms)</i>						
Skills	<i>Admin, Advocate, Broker 2, Computers, Gamble</i>						
Equipment	<i>Comm (TL 10)</i>						
Character	<i>Dii, as he is known to his staff, is from middle management with a penchant for playing card games. Knowing this, his office has set up a late night game around his hours. As long as they cut him in and do not object to him inviting others in management with the same tastes on occasion, they get to shirk company policy against gambling on the premises.</i>						
	Subtitle(s) Card Player						

Name	<i>Enos Turley</i>	STR 5	DEX 9	END 6	INT 8	EDU 6	SOC 6
Age	26 Career(s) <i>Citizen (Corporate, 2 terms)</i>						
Skills	<i>Admin, Advocate, Broker, Gamble, Persuade</i>						
Equipment	<i>Comm (TL 8), Hand Computer</i>						
Character	<i>Enos works long hours at the office but his family thinks they are a lot longer than they really are. He spends an hour or so a night behind the office building with several locals throwing dice. He does not think of himself as an addict but if he ever tried to stop the other players would likely blackmail him if he did not return of his own accord.</i>						
	Subtitle(s) Dice Addict						

Name	<i>Glenn Brakk</i>	STR 6	DEX 5	END 6	INT 7	EDU 7	SOC 10
Age	30 Career(s) <i>Nobility (Dilettante, 3 terms)</i>						
Skills	<i>Advocate, Carouse 2, Deception, Gamble 2, Trade (gambler)</i>						
Equipment	<i>Commdot, Nice Clothes</i>						
Character	<i>When it comes to the good life, few live it better than Glenn. He talks a good game but plays a poor one. That and his family's deep pockets make him very popular around the casino and gambling hall circuits. So far he has not had any problem paying his obscenely long list of markers he will find out how few his friends really are when he finally does.</i>						
	Subtitle(s) High Roller						

Name	<i>Hecate Gaile West</i>	STR 6	DEX 6	END 5	INT 6	EDU 8	SOC 8
Age	Career(s) <i>Citizen (Corporate, 4 terms)</i>						
Skills	<i>Admin 2, Advocate, Broker, Deception, Gambling, Leadership</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>Gambling is not strictly illegal on Hecate's world but it is so heavily taxed and regulated that it might as well be. That is why all the real action is at private clubs that operate outside the law, places like hers – Spellbound. Hecate runs a respectable club, one that is cleaner and safer than a lot of the legal ones people can visit. That is why she does so well.</i>						
	Subtitle(s) Gambling Hall Owner						

Name	<i>Nickolas Deleon</i>	STR 5	DEX 5	END 6	INT 8	EDU 8	SOC 7
Age	38 Career(s) <i>Merchant (Broker, 5 terms)</i>						
Skills	<i>Admin, Advocate, Broker 3, Trade (luxuries)</i>						
Equipment	<i>Commdot, Warehouse</i>						
Character	<i>Where there are gamblers, there are people willing to blow money on things they do not need. That is where Nickolas centres his business. He has a legal side, selling to nobles and upper class citizens. Most of his money, however, comes from the business he does with criminals, people want the finer things but do not have funds to cover the luxury taxes they would otherwise pay.</i>						
	Subtitle(s) Luxury Merchant						

Name	Seanny Lynch	STR 8	DEX 6	END 7	INT 6	EDU 6	SOC 5
Age	30 Career(s) <i>Rogue (Enforcer, 3 terms)</i>						
Skills	<i>Admin, Gun Combat, Melee 2, Persuade</i>						
Equipment	<i>Autopistol, Comm (TL 10), Flak Jacket, Hand Computer</i>						
Character	<i>Seanny is a Fist, a bouncer at one of the worst gambling halls in the worst part of the worst city on the planet. It is a place where even other criminals rarely go without protection and no one pretends to have any trust. The games are tightly screened and the clientele are all armed to the iridium-plated teeth. Seanny does not mind; he loves it in the Pit.</i>						
							Subtitle(s) Real Tough Guy

GANG: THE SIX PACK

Name	Bolo Kanden	STR 8	DEX 7	END 14	INT 8	EDU 6	SOC 5
Age	30 Career(s) <i>Rogue (Enforcer, 3 terms)</i>						
Skills	<i>Admin, Advocate, Gun Combat, Melee, Leadership, Persuade</i>						
Equipment	<i>Comm (TL 8), Flak Jacket, Snub Pistol</i>						
Character	<i>Bolo leads the Six Pack and everyone knows that is the way things are. With a calm eye and a steady hand he watches over his people, keeping them as safe as he can considering some of the things they do. This was his territory eight years ago when he ran with the Rollers and after the cops burned them down, he rebuilt the gang, renamed it and took over.</i>						
							Subtitle(s) Gang Leader

Name	Charline Malloy	STR 5	DEX 6	END 6	INT 8	EDU 7	SOC 7
Age	22 Career(s) <i>Rogue (Enforcer)</i>						
Skills	<i>Admin, Computer, Gun Combat, Persuade</i>						
Equipment	<i>Autopistol, Comm (TL 10), Flak Jacket, Hand Computer</i>						
Character	<i>Born middle class and boring, Charline loves the adventure of being with Bolo and his gang. She is his girl and as such she gets to go anywhere and do anything she wants with the gang looking out for her all the time. It is a great life so far but she knows there is trouble coming because of Romeo. Even so, she just wants to have fun until the day she dies.</i>						
							Subtitle(s) Troublemaker Moll

Name	Ernest 'E Street' Ryen	STR 8	DEX 6	END 8	INT 5	EDU 6	SOC 5
Age	26 Career(s) <i>Rogue (Enforcer, 2 terms)</i>						
Skills	<i>Advocate, Gun Combat, Melee, Persuade</i>						
Equipment	<i>Comm (TL 10), Flak Jacket, Knife, Snub Pistol</i>						
Character	<i>If Earnest ever stopped to think, he would get out of the gang before he got killed like the last two bodyguards he has replaced. Luckily for Bolo and the others, thinking is not E Street's strong suit. He is a tough guy and he does that job well. Beyond that he leaves the thinking to the rest of the Six Pack and gets in people's faces when they disrespect his crew.</i>						
							Subtitle(s) Big Bodyguard

Name	Mike Mandlehowe	STR 5	DEX 6	END 6	INT 8	EDU 6	SOC 9
Age	22 Career(s) <i>Rogue (Thief)</i>						
Skills	<i>Athletics, Gun Combat, Melee, Stealth</i>						
Equipment	<i>Autopistol, Comm (TL 10), Flak Jacket</i>						
Character	<i>Mike likes being in other people's homes. He likes it so much that he takes at least twice as long as he should need on heists. He walks around their living rooms, rummages through their closets and daydreams about how they must live. If he was not such a good thief, Bolo would drop him for someone better.</i>						
							Subtitle(s) Daydreamer Thief

Name	<i>Porter Villareal</i>	STR 6	DEX 8	END 6	INT 7	EDU 7	SOC 6
Age	22	Career(s) <i>Rogue (Enforcer)</i>					
Skills	<i>Admin, Athletics, Computers, Drive, Gun Combat, Mechanic</i>						
Equipment	<i>Comm (TL 10), Flak Jacket, Hand Computer, Shotgun</i>						
Character	<i>For Porter, life is all about the cars. The best thing to do on any given day is to find a nice new ride, trick the onboard into starting it up and then zipping around the city until it gets boring and Porter has to deliver it to the garage for stripping. Those are the best days. For the rest of the Six Pack, life is all about trying to figure out if Porter is a guy or a girl.</i>						
							Subtitle(s) Androgynous Thief

Name	<i>Romeo Asken Levy</i>	STR 6	DEX 7	END 8	INT 6	EDU 8	SOC 8
Age	26	Career(s) <i>Rogue (Enforcer, 2 terms)</i>					
Skills	<i>Admin, Gun Combat, Leadership, Melee, Persuade</i>						
Equipment	<i>Autopistol, Comm (TL 8), Flak Jacket, Knife</i>						
Character	<i>When Romeo signed up, he and Bolo were best friends from before the gang days and everything seemed cool. As far as Bolo knows, everything is still cool. Unfortunately for him, things are very cool between Romeo and Charline as well. They keep their relationship a secret because they both know how ugly it would get. Romeo is just a fool in love.</i>						
							Subtitle(s) Romeo Must Die

GANG: RAMONE'S RIPPERS

Name	<i>Arina Kirsten</i>	STR 5	DEX 6	END 6	INT 9	EDU 8	SOC 6
Age	30	Career(s) <i>Rogue (Pirate, 3 terms)</i>					
Skills	<i>Astrogation 2, Gun Combat, Gunner, Pilot 2, Vacc Suit</i>						
Equipment	<i>Autopistol, Cloth Armour (5), Commdot,, Stunner, Vacc Suit</i>						
Character	<i>Arina is a hotshot pilot and she knows it. Trained by her father in a ship that could barely fly, she is a terror behind the controls of one that does. Crewing for Ramone has given her a good chance to sharpen her skills and all her pay goes toward a ship of her own someday. It also gave her the chance to meet Theresa, a serious bonus in her book.</i>						
							Subtitle(s) Pirate Pilot

Name	<i>Dunchain Halfen</i>	STR 6	DEX 7	END 7	INT 7	EDU 8	SOC 6
Age	26	Career(s) <i>Rogue (Pirate, 2 terms)</i>					
Skills	<i>Athletics, Gun Combat, Melee (blade), Vacc Suit</i>						
Equipment	<i>Autopistol, Cloth Armour (5), Cutlass, Commdot, Stunner, Vacc Suit</i>						
Character	<i>Dunchain puts the 'ripper' in Ramone's Rippers, both loving his cutlass and using it at every possible opportunity. He has never passed up a chance for personal combat and enjoys pitting his skills against the crews of ships they board. He has been known to spare a worthy opponent, a trait he does not out of mercy but because he might fight them someday.</i>						
							Subtitle(s) Cutlass Fanatic

Name	<i>Galbren Coupe</i>	STR 6	DEX 6	END 8	INT 6	EDU 8	SOC 7
Age	30	Career(s) <i>Rogue (Pirate, 3 terms)</i>					
Skills	<i>Computers, Gun Combat 2, Gunner, Mechanic, Recon, Stealth, Vacc Suit</i>						
Equipment	<i>Autopistol, Cloth Armour (5), Commdot, Stunner, Vacc Suit with IR Camouflage</i>						
Character	<i>While the Rippers are busy with a boarding action, Galbren is already aboard the enemy ship doing the real work. He scouts the vessel, locates resistance and more importantly, he finds their valuables and secures them. Even if the Rippers have to withdraw, and they have on occasion, he makes sure the aborted attack did not happen completely in vain.</i>						
							Subtitle(s) Pirate Scout

Name	<i>Iggy 'The Ig' Williams</i>	STR 6	DEX 6	END 7	INT 9	EDU 9	SOC 5
Age	38 Career(s) <i>Rogue (Pirate, 5 terms)</i>						
Skills	<i>Astrogation 2, Engineer (ship systems) 2, Gun Combat, Mechanic 3, Vacc Suit</i>						
Equipment	<i>Cloth Armour (5), Commdot, Stunner, Tool Kit, Vacc Suit</i>						
Character	<i>Whenever anything aboard ship breaks, The Ig handles it. Usually he can be found fixing systems before they can really fail, an unsettling skill that most of the crew consider a kind of latent psi ability. The truth is that Iggy just constantly fixes the ship so very little can ever go wrong. Ramone trusts him with the vessel implicitly, a well-earned level of faith.</i>						
	Subtitle(s) Savant Mechanic						

Name	<i>Ramone Esterra</i>	STR 5	DEX 8	END 7	INT 6	EDU 7	SOC 6
Age	34 Career(s) <i>Rogue (Pirate, 4 terms)</i>						
Skills	<i>Admin, Astrogation 2, Gun Combat, Gunner, Leadership, Pilot, Vacc Suit</i>						
Equipment	<i>Autopistol, Cloth Armour (5), Commdot, Custom Stunner, Vacc Suit</i>						
Character	<i>Ramone is a bit of an enigma. He makes no secret of who and what he is, even daring to stop at worlds where there are warrants for his arrest. He seems to live like he wants to get caught and yet always manages to escape unscathed, usually with some new prize to add to his collection. He has the Devil's luck. If it is going to run out, there is no sign yet.</i>						
	Subtitle(s) Fortunate Scoundrel						

Name	<i>Theresa Bailey</i>	STR 6	DEX 7	END 8	INT 8	EDU 8	SOC 9
Age	26 Career(s) <i>Navy (Line/Crew), Rogue (Pirate)</i>						
Skills	<i>Astrogation, Gun Combat, Gunner 2, Pilot, Sensors, Vacc Suit</i>						
Equipment	<i>Autopistol, Cloth Armour (5), Commdot,, Stunner, Vacc Suit</i>						
Character	<i>On her first trip out with a new naval cutter, Theresa's ship was boarded by the Rippers. In the midst of the battle, she came upon a man going through the ship's manifest and knocked him out. Offering Galbren in exchange for her ship's safety, Ramone was so impressed with her nerve that he made a counter offer. Now she has a new job and a girlfriend</i>						
	Subtitle(s) Ex-Navy Pirate						

HITMEN

Name	<i>Alenn Camel</i>	STR 5	DEX 7	END 5	INT 6	EDU 6	SOC 6
Age	30 Career(s) <i>Agent (Intelligence, 3 terms)</i>						
Skills	<i>Deception, Gun Combat 2, Investigate, Stealth, Streetwise</i>						
Equipment	<i>ACR, Comm (TL 10)</i>						
Character	<i>Some assassins tend to be choosy about their targets and work at something of an upper level of society. Alenn is a hitman and proud of the fact that he has a closer connection to the common man, even if that connection is usually made with a bullet. He tends to be a bit of a snob about the difference and will not work for anyone foolish enough to call him an assassin.</i>						
	Subtitle(s) Reverse Elitist						

Name	<i>Bernard Leeds</i>	STR 6	DEX 8	END 7	INT 5	EDU 7	SOC 7
Age	26 Career(s) <i>Agent (Law Enforcement, 2 terms)</i>						
Skills	<i>Admin, Deception, Gun Combat, Investigate, Stealth</i>						
Equipment	<i>Autopistol, Cloth Armour (5), Commdot, Criminal Rival</i>						
Character	<i>When Bernard made his first kill as a cop, he found he enjoyed the experience. He just hated all the questions and documentation afterwards. When his 30th shoot raised a few too many questions he dropped out of the force and became a hitman full time. Now, aside from all the criminals he once shot at being angry at him, life is so much simpler.</i>						
	Subtitle(s) Professional Killer Cop						

Name 'Dime Store' Conway	STR 5	DEX 10	END 6	INT 6	EDU 6	SOC 6
Age 34	Career(s) <i>Rogue (Enforcer, 4 terms)</i>					
Skills	<i>Athletics, Drive 2, Gun Combat 2, Melee (unarmed), Streetwise</i>					
Equipment	<i>Autorifle, Comm (TL 8), Ground Car</i>					
Character	<i>No one remembers what a dime store is, much less what a dime might be. Conway has no idea either but he heard his great grandfather say it a few times as a kid and he liked the phrase. What people do remember is the sight of his jet black car screaming away from shootings, some poor target sprawled out flat, one more mark for his dashboard.</i>					
	Subtitle(s) Drive By Killer					

Name Laurena Meeks	STR 6	DEX 8	END 7	INT 6	EDU 8	SOC 4
Age 30	Career(s) <i>Army (Support, 3 terms)</i>					
Skills	<i>Athletics, Comms, Explosives 2, Gun Combat, Stealth</i>					
Equipment	<i>Cloth Armour (3), Comm (TL 10), Explosives, Rifle, Tool Kit</i>					
Character	<i>Laurena adores bombs, almost a little too much. Each and every one she makes is as much a work of art as it is deadly. She actually hates to see them detonate but every job she does is a little more money towards her ordinance addiction. She already has quite a stockpile and if this literal bombshell hitman ever had her house explode, the city would feel it.</i>					
	Subtitle(s) Explosives Addict					

Name 'Sledge' MacCoy	STR 9	DEX 6	END 7	INT 6	EDU 6	SOC 7
Age 30	Career(s) <i>Citizen (Worker), Rogue (Enforcer, 2 terms)</i>					
Skills	<i>Athletics, Drive, Gun Combat, Melee 2, Streetwise, Trade (construction)</i>					
Equipment	<i>Autopistol, Comm (TL 8), Sledgehammer (bludgeon, 3d6)</i>					
Character	<i>The day Sledge got laid off was the day his foreman was found in a fine red paste across the floor of his work trailer. On the run and out of credits, 'Sledge' was already becoming famous for what he did and, surprisingly, something of a local hero because no one much liked the man anyway. Now he and his hammer do not lack for business and the fame grows.</i>					
	Subtitle(s) The Hammer					

Name Vallen Candler	STR 5	DEX 9	END 6	INT 8	EDU 9	SOC 9
Age 26	Citizen (Corporate, 2 terms)					
Skills	<i>Admin, Broker, Computers, Gun Combat, Stealth, Streetwise</i>					
Equipment	<i>Autopistol, Comm (TL 10), Hand Computer</i>					
Character	<i>Vallen is a normal, quiet office worker in a large corporation during the day. At night he is still doing his boss' bidding but what they want him to do is very unpleasant. Sometimes even an agent cannot get some of the company's underhanded business accomplished without risking exposure. He does the killing that requires an expendable man and does it well.</i>					
	Subtitle(s) Mild Murderer					

INSIDER TRADING

Name Antwan Mack	STR 6	DEX 6	END 5	INT 7	EDU 8	SOC 9
Age 26	Career(s) <i>Citizen (Corporate, 2 terms)</i>					
Skills	<i>Admin, Advocate, Broker, Deception</i>					
Equipment	<i>Commdot, Hand Computer</i>					
Character	<i>When Antwan was introduced to the concept of insider trading, it just made so much sense to do things that way he had no idea it was illegal. He still does not know and his employer keeps him ignorant because he is so incredibly good at it. He makes the deals, racks the numbers and pulls in the profits, totally clueless that he is breaking the law.</i>					
	Subtitle(s) Trader in the Dark					

Name *Asa Deborah Kinnsey* STR 5 DEX 8 END 6 INT 9 EDU 8 SOC 8
 Age 30 Career(s) *Citizen (Corporate, 3 terms)*
 Skills *Admin 2, Advocate, Broker, Persuade*
 Equipment *Comm (TL 10), Computer (TL 10)*
 Character *Insider trading is rarely a solo crime; it usually takes two or more to pull off. Asa is the brokerage end of her duo. She takes in private information and then advises a few select clients of how a stock is really going to perform. Then she releases false information and lets the system go to work. When events unfold, she and her special clients get a little richer.* Subtitle(s) **Complicit Broker**

Name *Le Dabuur* STR 6 DEX 6 END 7 INT 8 EDU 10 SOC 9
 Age 26 Career(s) *Agent (Corporate)*
 Skills *Broker, Computers, Gun Combat, Investigate, Recon, Stealth*
 Equipment *Body Pistol, Commdot, Hand Computer*
 Character *Le Dabuur is Asa's other half in more ways than one. He heads into business and industries of her choosing, scouts their workers and records to find out how they are doing financially and sends that information back to her. She does her magic with it, he pockets a hefty fee for the work and then he heads to whatever vacation planet Asa chooses this month.* Subtitle(s) **Insider Spy**

Name *Linwood Doyle* STR 4 DEX 6 END 6 INT 10 EDU 8 SOC 8
 Age 22 Career(s) *Citizen (Corporate)*
 Skills *Admin, Advocate, Broker, Computers*
 Equipment *Commdot, Criminal Ally, Hand Computer, Nice Clothes*
 Character *Linwood is the 'good' son in the Doyle family, the only one to go into legitimate business instead of the rackets of his siblings. That fact makes his mother proud and his father suspicious. His dad has the right idea. Linwood is every bit as much of a crook as his more obvious brothers. He just hides it in an expensive suit and the mysteries of the stock exchange.* Subtitle(s) **Broker Brother**

Name *Robt Wallbough* STR 6 DEX 7 END 5 INT 6 EDU 8 SOC 6
 Age 34 Career(s) *Civilian (Corporate, 4 terms)*
 Skills *Admin, Advocate, Athletics, Broker 3, Persuade*
 Equipment *Bodyguard, Cloth Armour (2), Commdot, Corporate Ally*
 Character *Robt has been in the insider trading business so long he is not sure he would know how to handle the legitimate stock market any longer. When his firm partner was busted by the authorities last year, he went off the deep end with worry and hired a bodyguard. He has no need; nothing links him to the crimes but he does not know that. Robt just lives in fear.* Subtitle(s) **Paranoid Broker**

Name *Werner Forbes* STR 6 DEX 8 END 7 INT 9 EDU 9 SOC 8
 Age 30 Career(s) *Rogue (Enforcer, 3 terms)*
 Skills *Athletics, Drive, Gun Combat, Melee (unarmed), Streetwise*
 Equipment *Autopistol, Commdot, Flak Jacket*
 Character *Werner has no great concern for anything in his life now that he has lucked into what seems like the world's greatest bodyguard job. His client is a paranoid man with no apparent enemies and some serious cash to burn. He even gets paid bonuses when he foils threats to his boss' life so he makes one up and stops it whenever he feels like getting paid.* Subtitle(s) **Guard and Loving It**

INVESTMENT SCHEMES

Name	Anderson O'Neil	STR 5	DEX 6	END 5	INT 7	EDU 8	SOC 8
Age	30	Career(s) <i>Citizen (Corporate, 3 terms)</i>					
Skills	<i>Admin, Advocate, Broker 2, Jack of All Trades, Leadership</i>						
Equipment	<i>Commdot, Criminal contact, Hand Computer</i>						
Character	<i>Over the years Anderson has been in all sorts of rackets and schemes, from real estate on planets that do not exist to off world investments in companies that went bankrupt before he was born. Anderson is not even his real name; he has a friend in another system who changes it for him every couple of years. If it is investment fraud, he either has or is doing it.</i>						
							Subtitle(s) Experienced Rogue

Name	Baamud Siirenz	STR 7	DEX 5	END 8	INT 8	EDU 6	SOC 6
Age	26	Career(s) <i>Citizen (Corporate, 2 terms)</i>					
Skills	<i>Admin, Broker, Computers, Diplomacy</i>						
Equipment	<i>Comm (TL 10), Hand Computer, Stunner</i>						
Character	<i>Baamud has no idea why his bosses always work such late hours and hold so many closed meetings. He has started to suspect that they have an illegitimate business running but the pay is good and it is not his place to question them. Even so, he has taken his wife's idea and keeps a weapon in his desk and his eyes on the back door just in case.</i>						
							Subtitle(s) Worried Accomplice

Name	Carrie Marie Sterner	STR 6	DEX 6	END 6	INT 8	EDU 7	SOC 7
Age	30	Career(s) <i>Scout (Courier, 3 terms)</i>					
Skills	<i>Admin, Advocate, Broker, Comms, Deception, Persuade, Pilot 2</i>						
Equipment	<i>Body Pistol, Comm (TL 10)</i>						
Character	<i>Carrie runs her own business, a courier agency supposedly with more than 100 staffers and four private ships. In truth there is Carrie, a robot and her small ship which she keeps in absolutely top shape to fool her victims. She sells shares in her business at star ports, targeting other travellers so she can come back to these places without angry locals.</i>						
							Subtitle(s) Swindling Scout

Name	Maggie-Mae Fresca	STR 5	DEX 6	END 5	INT 9	EDU 6	SOC 8
Age	38	Career(s) <i>Citizen (Corporate, 5 terms)</i>					
Skills	<i>Admin, Advocate 2, Broker 2, Leadership, Persuade 3</i>						
Equipment	<i>Comm (TL 10), Hand Computer</i>						
Character	<i>Maggie-Mae and Saul have a potent scheme when it comes to investment fraud. They pose as a married couple with a sure-fire system for buying and selling investments in businesses back on their homeworld, businesses that exist in name only. They meet with clients, pull them in and fleece them for as much as they can afford to invest, then skip planet quickly.</i>						
							Subtitle(s) Ma Con Artist

Name	Saul RelParez	STR 7	DEX 6	END 8	INT 9	EDU 10	SOC 9
Age	34	Career(s) <i>Merchant (Broker, 4 terms)</i>					
Skills	<i>Advocate, Broker, Diplomacy 2, Persuade, Steward</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>As the 'husband' in Maggie-Mae's investment racket, his job is to nod, smile and be as charming as he can without stepping on her lines. He does a good job, often putting the most doubting marks at ease with his calm demeanour and relaxed manner. Through all of this he has started to feel a lot for Maggie but he does not want to ruin such a good scheme.</i>						
							Subtitle(s) Pa Con Artist

Name	<i>Toil Randolff</i>	STR 6	DEX 8	END 8	INT 6	EDU 9	SOC 6
Age	30	Career(s) <i>Citizen (Corporate, 3 terms)</i>					
Skills	<i>Admin, Advocate 2, Broker, Diplomacy, Persuade 2</i>						
Equipment	<i>Comm (TL 10), Fine Clothes</i>						
Character	<i>Toil, despite his name, has never had to work a day in his life. As the skill for Saul and Maggie-Mae's insurance scam, all he has to do is wait until the second or third meeting with a rube and then come in 'unannounced' to thank them for their program. He never has to stay long or even talk to the marks but he is often the sinker to their hook and line.</i>						
							Subtitle(s) Willing Foil

KICKBACK

Name	<i>Ames Darnell</i>	STR 6	DEX 6	END 5	INT 6	EDU 7	SOC 6
Age	30	Career(s) <i>Army (Support, 3 terms)</i>					
Skills	<i>Admin, Advocate, Comms, Drive, Leadership</i>						
Equipment	<i>Cloth Armour (3), Hand Computer</i>						
Character	<i>When Ames was informed that his base supply of high ordinance had all gone past its effective storage life and would have to be disposed of, he had a better idea. Working with a liaison on the outside of the base, he arranged for the whole supply to find its way to the black market and made some serious credits for them both while getting rid of the munitions.</i>						
							Subtitle(s) Arms Dealer

Name	<i>August Luis Kent</i>	STR 6	DEX 5	END 8	INT 8	EDU 7	SOC 7
Age	38	Career(s) <i>Citizen (Corporate, 5 terms)</i>					
Skills	<i>Admin 2, Advocate 2, Broker, Computers, Diplomacy 2, Persuade</i>						
Equipment	<i>Commdot, Computer (TL 11), Criminal Ally</i>						
Character	<i>It came as a surprise to August when the base garrison officer he had just cited for a failure to dispose of munitions contacted him with a better idea. Luckily for them both, August had both a friend in arms sales and the inclination to break military law. While the deal went through and they both got paid, August does worry that someone will notice.</i>						
							Subtitle(s) Worried Bureaucrat

Name	<i>Idugiga Kuka</i>	STR 5	DEX 7	END 6	INT 7	EDU 8	SOC 6
Age	26	Career(s) <i>Rogue (Thief, 2 terms)</i>					
Skills	<i>Athletics, Computers, Deception, Diplomacy, Streetwise 2</i>						
Equipment	<i>Cloth Armour (3), Hand Computer, Snub Pistol</i>						
Character	<i>'Gi' to his friends, Idugiga has managed to make the world a vastly safer place for his fellow thieves by making an arrangement with local law enforcement. In exchange for 10% of their take on any given job, no one under 'police protection' gets arrested or, if they have to be taken in, will be released as soon as possible. So far it is a good deal. So far.</i>						
							Subtitle(s) Thief-Diplomat

Name	<i>Iva Morraine</i>	STR 6	DEX 7	END 6	INT 9	EDU 8	SOC 9
Age	34	Career(s) <i>Nobility (Administrator, 4 terms)</i>					
Skills	<i>Admin, Advocate, Broker 2, Diplomacy 2, Persuade</i>						
Equipment	<i>Commdot, Nice Clothes</i>						
Character	<i>Iva has her little niche and she is happy to stay in it. As the communications admin for her city's authority centre, it is her responsibility to contact noble families and inform them when their sons and daughters get into enough trouble that the police had to get involved. Instead, for a goodly fee, she can forget and not make that call at all. Either way works.</i>						
							Subtitle(s) Corrupt Contact

Name	<i>Turly Whitelane</i>	STR 5	DEX 6	END 7	INT 6	EDU 6	SOC 5
Age	30	Career(s) <i>Citizen (Corporate, 5 terms)</i>					
Skills	<i>Admin 2, Advocate 2, Broker, Computers 2, Persuade</i>						
Equipment	<i>Commdot, Computer (TL 12)</i>						
Character	<i>Turly works in an office about as corrupt as any on the planet. For a long time he stayed above the deceit and corruption. Then his mother fell ill and the bills became more than he could handle. When legitimate avenues refused to pay for her treatment he fell into the lifestyle himself and now is too far in to ever get out. However, his mother is recovering.</i>						
							Subtitle(s) Former Innocent

Name	<i>Young Mose Holmes</i>	STR 5	DEX 6	END 5	INT 8	EDU 8	SOC 8
Age	50	Career(s) <i>Citizen (Worker, 8 terms)</i>					
Skills	<i>Admin, Drive 3, Mechanic 4, Trade (dock worker) 3</i>						
Equipment	<i>Comm (TL 10), Uniform</i>						
Character	<i>When he was a young man, he loved his name. Now Young considers it a cruel joke. He has been on these docks his whole life, taking small kickbacks from the people who come and go to avoid inspections and ignore regulations. It was always a better business than what the port overseer paid him but now he wonders if he has not wasted his life here.</i>						
							Subtitle(s) Regretful Dockhand

KIDNAPPING

Name	<i>Ali Stane</i>	STR 5	DEX 6	END 6	INT 8	EDU 8	SOC 8
Age	30	Career(s) <i>Rogue (Enforcer, 3 terms)</i>					
Skills	<i>Athletics, Drive, Gun Combat, Persuade 2, Streetwise</i>						
Equipment	<i>Autopistol, Comm (TL 10)</i>						
Character	<i>Ali is what people in the kidnapping business call a 'chatter'. He is the one that makes contact with a captive's loved ones or superiors and establishes the dialogue that, in a perfect criminal world, results in him getting paid and the prisoner going free. No harm, no mess is the way he likes it and when that happens, he is a happy man and people stay safe.</i>						
							Subtitle(s) Legit Chatter

Name	<i>Cordon Pallor</i>	STR 6	DEX 7	END 5	INT 7	EDU 6	SOC 6
Age	26	Career(s) <i>Rogue (Thief, 2 terms)</i>					
Skills	<i>Deception, Drive, Melee (unarmed) 2, Recon, Streetwise</i>						
Equipment	<i>Autopistol, Commdot, Flak Jacket, Stunner</i>						
Character	<i>One of the best in the business, Cordon is a 'catch', the person responsible for going out and grabbing a target marked for kidnapping. Cordon usually works with a partner but always insists on picking captives himself. He tried to let someone else find a mark for him once and, after the fight, he spent two months recovering from broken bones and a concussion.</i>						
							Subtitle(s) Wary Catch

Name	<i>Gene Russo</i>	STR 7	DEX 6	END 8	INT 6	EDU 6	SOC 5
Age	34	Career(s) <i>Scout (Exploration, 3 terms), Rogue (Enforcer)</i>					
Skills	<i>Drive 2, Gun Combat, Pilot (small craft), Sensors 2, Stealth 2</i>						
Equipment	<i>Air/Raft, Ground Car, Mesh Armour, Snub Pistol</i>						
Character	<i>All Gene is paid to do is drive the car or fly the plane. That is all he is paid to do and that is all he does. He does not care one way or another what happens in the back or where he is driving. Those are details and Gene hates knowing the details. Details get drivers into trouble. So, he has learned before, does talking to the captives. No more of that.</i>						
							Subtitle(s) 'Delivery Man'

Name	Marco Yates	STR 6	DEX 6	END 7	INT 7	EDU 6	SOC 6
Age	34 Career(s) <i>Rogue (Thief, 4 terms)</i>						
Skills	<i>Athletics, Computers, Deception 2, Diplomacy, Gun Combat, Streetwise 2</i>						
Equipment	<i>Comm (TL 10), Hand Computer, Snub Pistol</i>						
Character	<i>Marco was a professional in the kidnapping game, pulling grab after grab with impunity because of his secret weapon – a sister in charge of the police. When a snatch went poorly and a little girl got hurt he did not think anything of it until his sister told him to run. The detective assigned to the case was downright obsessive. Marco has been running ever since.</i>						
	Subtitle(s) Fugitive Kidnapper						

Name	Nerru Tanya Hardly	STR 5	DEX 7	END 6	INT 6	EDU 6	SOC 7
Age	42 Career(s) <i>Agent (Law Enforcement, 6 terms)</i>						
Skills	<i>Admin 3, Gun Combat, Investigate 2, Leadership 2, Persuade, Streetwise</i>						
Equipment	<i>Autopistol, Comm (TL 10)</i>						
Character	<i>Nerru never much did like her brother. Always relying on her to get him out of trouble and out of jail, he was never anything but trouble to her and her career. After a job of his went bad, she finally saw her chance to be rid of him. Now she strings him along by feeding the detective just enough to prolong the chase. This should keep him out of her hair.</i>						
	Subtitle(s) Complicit Officer						

Name	Solomon Chase	STR 6	DEX 7	END 7	INT 8	EDU 7	SOC 6
Age	30 Career(s) <i>Agent (Law Enforcement, 3 terms)</i>						
Skills	<i>Admin, Gun Combat, Investigate 2, Persuade 2, Streetwise</i>						
Equipment	<i>Autopistol, Comm (TL 10), Hand Computer</i>						
Character	<i>Solomon has been working the same case for three years and it is starting to eat at him. Every time he gets close to the kidnapers of this one young girl, something happens and they get away from him. He has chased them even across planetary lines but to no avail. They always seem to have the upper hand. One way or another, though, he will catch them.</i>						
	Subtitle(s) Cop on a Case						

LARCENY/THEFT

Name	Barton Mercer	STR 6	DEX 6	END 6	INT 7	EDU 7	SOC 6
Age	30 Career(s) <i>Rogue (Thief, 3 terms)</i>						
Skills	<i>Athletics (co-ordination), Deception, Recon, Stealth 2, Streetwise</i>						
Equipment	<i>Commdot, Tools</i>						
Character	<i>Barton is not a complicated man. He is a thief. He steals things. He breaks into homes and stores after casing them and robs what he can carry before disappearing into the night. He knows there are more complicated and better paying heists out there but he likes what he does and he stays small enough that no one is forced to take undue notice of him.</i>						
	Subtitle(s) Basic Burglar						

Name	Cabalaro Aynes	STR 5	DEX 7	END 6	INT 8	EDU 7	SOC 5
Age	22 Career(s) <i>Army (Support)</i>						
Skills	<i>Admin, Athletics, Comms, Deception</i>						
Equipment	<i>Autopistol, Comm (TL 10), Uniform</i>						
Character	<i>Cabalaro is running a scheme at his new base that he learned during training from the instructor for his administration class. He got a transfer to the mail room when he first arrived. At night he opens the packages carefully, takes what he wants and then either reseals them or, if the theft was too noticeable, trashes what he does not want and erases the log.</i>						
	Subtitle(s) Mailroom Bandit						

Name	<i>Essa Eglantine</i>	STR 6	DEX 10	END 5	INT 7	EDU 6	SOC 8
Age	34	Career(s) <i>Rogue (Thief, 4 terms)</i>					
Skills	<i>Athletics (co-ordination) 2, Deception, Recon, Stealth 3, Streetwise</i>						
Equipment	<i>Commdot, Disguises, Tool Rig</i>						
Character	<i>Essa is known on more than a few worlds as the Raven, a jewel thief without compare. She has never been caught and very rarely been thwarted, facts that lead some likely quarries to hide and guard their valuables whenever she is rumoured to be their planet. Essa has long since become as rich as she could ever wish. Now she just steals for the thrill of it.</i>						
							Subtitle(s) Legendary Thief

Name	<i>Gurmush, Annai</i>	STR 6	DEX 7	END 7	INT 6	EDU 5	SOC 4
Age	30	Career(s) <i>Marine (Support, 3 terms)</i>					
Skills	<i>Admin, Athletics, Comms 2, Deception 2</i>						
Equipment	<i>Autopistol, Cloth Armour (5), Comm (TL 10)</i>						
Character	<i>Gurmush is a man caught in the middle between two loyalties. He is a quartermaster on base but also related to one of the rebel leaders fighting against that same military and the regime it supports. He cannot bring himself to abandon either so until he is forced to choose sides he just does what he can by stealing weapons and supplies for the resistance.</i>						
							Subtitle(s) Uncertain Rebel

Name	<i>Sylas Robles</i>	STR 7	DEX 6	END 6	INT 7	EDU 7	SOC 10
Age	26	Career(s) <i>Noble (Dilettante, 2 terms)</i>					
Skills	<i>Advocate, Carouse, Deception, Gambler 2, Streetwise</i>						
Equipment	<i>Commdot, Expensive Clothes</i>						
Character	<i>After the third notice from his father's seneschal to stop spending so much money or he would get cut off, Sylas realised the time had come for him to be more responsible with money. He decided to be responsible for making sure he never lacked any. Blackmailing the seneschal was easy. Now he gets to spend the money that man has been stealing for years.</i>						
							Subtitle(s) Ignoble Thief

Name	<i>Whitney Hopper</i>	STR 5	DEX 8	END 6	INT 5	EDU 5	SOC 5
Age	22	Career(s) <i>Rogue (Thief)</i>					
Skills	<i>Athletics (co-ordination), Deception, Gun Combat, Recon, Streetwise 1</i>						
Equipment	<i>Comm (TL 8), Snub Pistol</i>						
Character	<i>Whitney is a newcomer to the robbery game, only recently graduating from the idea of 'snatch and run'. He has had a little success holding up local shops, though all the money being in electronic form has made him settle for whatever goods he can carry out in a bag with one hand. On second thought, he really has not graduated from snatch and run at all.</i>						
							Subtitle(s) Young Punk

MAFIA

Name	<i>Andrew Galloway</i>	STR 6	DEX 7	END 6	INT 7	EDU 9	SOC 8
Age	26	Career(s) <i>Scholar (Physician), Nobility (Administrator)</i>					
Skills	<i>Admin, Diplomacy, Medic, Persuade, Social Science (biology)</i>						
Equipment	<i>Comm (TL 10), Nice Clothes</i>						
Character	<i>Andrew has only been back from the excellent university off world that Galloway money paid for and Galloway reputation got him into in the first place. He is glad to be home, back with the family that he missed so much. Now that he is grown, it is time to let him in on just what the Galloway name really means. This may not be easy for him to accept.</i>						
							Subtitle(s) The Loyal Son

Name	Benito Galloway	STR 5	DEX 6	END 6	INT 8	EDU 8	SOC 9
Age	50 Career(s) <i>Nobility (Administrator, 8 terms)</i>						
Skills	<i>Admin 4, Advocate, Broker 3, Carouse 2, Diplomacy 2, Leadership, Persuade</i>						
Equipment	<i>Autopistol, Comm (TL 10), Fine Clothes</i>						
Character	<i>When Benito was born, things were different. Times were easier for the family to do what they do without interference. As the years wore on and it became apparent that Walker was skilled at guiding the family in Papa's absence, he started to hate his brother intensely. All Walker's power and influence should be his, if not by birth then by right of ambition.</i>						
	Subtitle(s) The Jealous Brother						

Name	Deena Galloway	STR 5	DEX 6	END 7	INT 6	EDU 6	SOC 7
Age	26 Career(s) <i>Entertainer (Performer, 2 terms)</i>						
Skills	<i>Advocate, Art (singing) 2, Persuade, Steward</i>						
Equipment	<i>Nice Clothes</i>						
Character	<i>When Deena met Herman, he was a different man than he is now. Andrew coming back changed him in ways that are hurtful to think about. None of that is Andrew's fault, of course. He is a good man, better than her husband in many ways. She tries not to think about that or him too much. She is too loyal to cheat and too afraid to upset Herman if she did.</i>						
	Subtitle(s) The Suffering Wife						

Name	Herman Dean Galloway	STR 6	DEX 8	END 6	INT 6	EDU 7	SOC 8
Age	30 Career(s) <i>Rogue (Enforcer, 3 terms)</i>						
Skills	<i>Admin, Athletics, Gun Combat 2, Melee (unarmed), Streetwise 2</i>						
Equipment	<i>Autopistol, Cloth Armour (5), Comm (TL 10), Shotgun</i>						
Character	<i>Herman is a man enraged. For years while his little brother was away, Grandfather Walker leaned on him to get things done and he did everything he was asked. No matter how hard or how bloody, if the Grandfather asked it, it got done. Now that Andrew is back, the little superstar is suddenly the favourite. That is how things are going to be? So be it.</i>						
	Subtitle(s) The Disloyal Son						

Name	Noah Galloway	STR 4	DEX 5	END 5	INT 8	EDU 10	SOC 10
Age	46 Career(s) <i>Rogue (Enforcer, 3 terms), Nobility (Administrator, 4 terms)</i>						
Skills	<i>Admin 3, Advocate 2, Broker 3, Diplomacy 2, Gun Combat, Streetwise</i>						
Equipment	<i>Commdot, Fine Clothes, Snub Pistol</i>						
Character	<i>Uncle Noah heads up business on another world and keeps in touch by messengers and occasional visits. He manages to be popular with every family member, even Herman, because he will not take sides in anything. Noah is always good for gifts, advice and watching after the children while their parents enjoy some relaxing time in the Galloway gardens.</i>						
	Subtitle(s) The Neutral Uncle						

Name	Walker Galloway	STR 4	DEX 4	END 6	INT 8	EDU 8	SOC 11
Age	58 Career(s) <i>Nobility (Administrator, 10 terms)</i>						
Skills	<i>Admin 3, Advocate 2, Broker 3, Carouse, Diplomacy 3, Leadership 2, Persuade 3</i>						
Equipment	<i>Fine Clothes, Snub Pistol</i>						
Character	<i>Walker is the Grandfather of the Galloway Mafia and the literal grandfather or great grandfather to many of its family members. He is getting up there in years and his body is just about to fail him. With his vast wealth he could afford drugs and therapy to last indefinitely but he believes in his father's creed. There comes a time when the young must rise.</i>						
	Subtitle(s) The Grandfather						

MINOR CRIMES

Name	<i>Demetrius Morton</i>	STR 5	DEX 7	END 6	INT 7	EDU 7	SOC 5
Age	22	Career(s) <i>Entertainer (Artist)</i>					
Skills	<i>Advocate, Art (painting), Recon, Streetwise 1</i>						
Equipment	<i>Comm (TL 10), Paint</i>						
Character	<i>Demetrius believes in the system. He believes in it enough to want to tear it down but he rebels in his own way. When his colony went to all grey concrete for its buildings, he stole as much of the antiquated spray paint cans as he could fit in his cousin's car. Now he makes his mark all over town, pictures and images on the clean, boring grey walls.</i>						
							Subtitle(s) Graffiti Artist

Name	<i>Emilio Van</i>	STR 6	DEX 5	END 6	INT 6	EDU 6	SOC 7
Age	26	Career(s) <i>Citizen (Corporate, 2 terms)</i>					
Skills	<i>Admin, Broker 2, Computers 2, Drive</i>						
Equipment	<i>Comm (TL 10), Hand Computer</i>						
Character	<i>Emilio is addicted to sending messages on his comm unit. He keeps it mounted to the dash of his car and no matter where he goes while on sales calls, he is steering with one hand and typing on the screen with the other. The fact that he has had two minor accidents and avoided many near-hits does not faze him. He is a hazard with a hand computer.</i>						
							Subtitle(s) Traffic Lawbender

Name	<i>Galas Ikhug</i>	STR 6	DEX 5	END 5	INT 5	EDU 5	SOC 4
Age	30	Career(s) <i>Citizen (Worker, 3 terms)</i>					
Skills	<i>Drive, Engineer (civil), Mechanic 2, Trade (waste management) 2</i>						
Equipment	<i>Commdot, Uniform</i>						
Character	<i>Galas is a likable man but born very low in the caste system of his people and unfortunate enough to be on one of its strictest worlds. Every morning while he is on his collection route, a woman with a lovely smile crosses his path and always has a kind word for him. One day he answered her and the man beside her had him arrested for speaking above his station.</i>						
							Subtitle(s) Caste Misspoken

Name	<i>Santos Tiogango</i>	STR 6	DEX 6	END 7	INT 8	EDU 9	SOC 6
Age	26	Career(s) <i>Entertainer (Artist, 2 terms)</i>					
Skills	<i>Art (gourmet cooking) 2, Persuade, Social Science (xenogastronomy), Trade (chef) 2</i>						
Equipment	<i>Camera Drone, Commdot, Cooking Supplies</i>						
Character	<i>Santos is a minor celebrity on his world, a famous chef with a good reputation despite his young age. While hosting his show 'The Galaxy of Good Eats', he accidentally fermented a gallon of sauce for a dish and poisoned three of his guests. Though no one was seriously hurt, the resulting legal suits nearly cost him his network and his show.</i>						
							Subtitle(s) Errant Chef

Name	<i>Temeka Verdon</i>	STR 4	DEX 5	END 6	INT 6	EDU 6	SOC 6
Age	30	Career(s) <i>Citizen (Corporate, 3 terms)</i>					
Skills	<i>Admin, Broker 2, Computers, Trade (real estate)</i>						
Equipment	<i>Comm (TL 10), Pet Dog</i>						
Character	<i>Temeka is always on her comm when she is out walking Piskey, her pet dog, around the habitation block and through his favourite port. Business life never stops for her and she never stops to clean up after her messy little animal. She has been caught several times but the first evidence most find is when some new spacer steps in one of Piskey's 'presents'.</i>						
							Subtitle(s) Bad Pet Owner

Name	<i>Van Rochat</i>	STR 6	DEX 6	END 7	INT 6	EDU 5	SOC 5
Age	22	Career(s) <i>Rogue (Enforcer)</i>					
Skills	<i>Athletics, Gun Combat, Melee (blade), Streetwise</i>						
Equipment	<i>Knife, Hand Computer with music library and mixing software</i>						
Character	<i>Few people like their music as much as Van and no one else on the block likes his music at all. Van prefers his tunes as loud as his computer can stream them to his obscenely large speaker rig, blasting them out at ear-shattering decibels. There has been legal action and even threats but Van is not listening. He cannot, really, as he is going legally deaf.</i>						
							Subtitle(s) Noise Complaints

PIRACY

Name	<i>Darrin Criscuolo</i>	STR 5	DEX 7	END 6	INT 6	EDU 7	SOC 7
Age	26	Career(s) <i>Rogue (Pirate, 2 terms)</i>					
Skills	<i>Athletics, Gun Combat, Melee (blade), Vacc Suit</i>						
Equipment	<i>Autopistol, Cloth Armour (5), Commdot, Vacc Suit</i>						
Character	<i>Darrin has never felt more alive. He is part of a crew moving from system-to-system in a sensor-cloaked ship, watching the stars for likely prey. When a merchant ship comes along without an escort, they strike. He loves the action and he loves the fighting, the struggle their crews always put up, hopeless as it is. He even sometimes feels sorry for them.</i>						
							Subtitle(s) Pirate Enthusiast

Name	<i>'Flag' Addervale</i>	STR 6	DEX 6	END 8	INT 7	EDU 8	SOC 6
Age	34	Career(s) <i>Rogue (Pirate, 4 terms)</i>					
Skills	<i>Athletics, Gun Combat 2, Gunner 2, Melee (blade) 3, Vacc Suit</i>						
Equipment	<i>Cloth Armour (5), Cutlass, Flags, Stub Pistol, Vacc Suit</i>						
Character	<i>Flag, as he is known in piracy circles, is famous for leaving the dead captains of his hits draped in a black flag at the helm of their derelict ships. Most see it as a grisly signature but to him it is a sign of honour. He reserves it only for those captains who fought for their lives and died bravely. Consequently he has been a lot more active than people think.</i>						
							Subtitle(s) Honourable Corsair

Name	<i>Kirby Winkler</i>	STR 7	DEX 7	END 6	INT 6	EDU 6	SOC 5
Age	30	Career(s) <i>Rogue (Pirate, 3 terms)</i>					
Skills	<i>Astrogation, Gun Combat, Pilot 2, Vacc Suit</i>						
Equipment	<i>Cloth Armour (3), Commdot, Vacc Suit</i>						
Character	<i>Kirby prefers his job in the helm of the private crew he serves. He does not like violence or even carry a gun, though the latter is not so much from pacifism as the fact that he is a captive from one of the pirate ship's recent raids. Losing their pilot in that one, they needed another and he did not want to get airlocked. Now he serves as pilot in the hopes of living.</i>						
							Subtitle(s) Unwilling Pilot

Name	<i>Lane Alven</i>	STR 5	DEX 7	END 8	INT 6	EDU 8	SOC 6
Age	30	Career(s) <i>Rogue (Pirate, 3 terms)</i>					
Skills	<i>Gun Combat, Gunner 3, Sensors 2,, Vacc Suit</i>						
Equipment	<i>Autopistol, Cloth Armour (5), Commdot, Stunner, Vacc Suit</i>						
Character	<i>Some people give themselves nicknames and have them stick. Lane is rapidly earning the one his captain has handed him – 'Broadships'. He has managed to cripple each of the last three ships they hit with a single volley, taking them broadships and knocking out vital systems. Already Chief Gunner, Broadships may find himself as Head Tactical before too long.</i>						
							Subtitle(s) Skilled Gunner

Name	Merril 'Misfire' Jones	STR 6	DEX 9	END 7	INT 8	EDU 8	SOC 8
Age	Career(s) Rogue (Pirate, 2 terms)						
Skills	Athletics, Gun Combat, Melee (blade), Vacc Suit						
Equipment	Autopistol, Cloth Armour (5), Cutlass, Commdot,, Stunner, Vacc Suit						
Character	How long does it take to live down a humiliation? More than two years, it would seem. That is how long it has been since Merrill caught an enemy commander dead in his sights, gave a great speech about the boarding being over and then had his pistol jam. Called 'Misfire Jones' ever since, Merrill never thought a joke could get so old or last for so very long.						
	Subtitle(s) Sad Swashbuckler						

Name	Wei Eiche	STR 5	DEX 8	END 6	INT 9	EDU 10	SOC 8
Age	Career(s) Rogue (Pirate)						
Skills	Athletics, Engineering (Jump Drive), Gun Combat, Gunner, Mechanic, Pilot, Vacc Suit						
Equipment	Cloth Armour (3), Cutlass, Commdot, Snub Pistol, Vacc Suit						
Character	Wei was unintentionally part of the bounty on the crew's last run, having hidden herself in a cargo crate when they attacked. Living as a stowaway for nearly three months, she was eventually caught and only survived because she informed the captain of a critical fault in his ship's jump drive. Now she is a pirate whether she likes it or not. Luckily, she does.						
	Subtitle(s) Smart Stowaway						

POLITICAL CORRUPTION

Name	Carol Doeberling	STR 5	DEX 5	END 6	INT 7	EDU 6	SOC 6
Age	30 Career(s) Citizen (Corporate, 3 terms)						
Skills	Admin 2, Advocate 3, Broker, Computers, Persuade						
Equipment	Commdot, Computer (TL 10)						
Character	Carol talks a great game and manages to run her district just well enough to keep from getting ousted come election time. One of the ways she secures her job is through contributions to the community, money provided by various interests wanting to keep the 'arrangements' they have with her. As long as her own books never get examined, she will be fine.						
	Subtitle(s) Corrupt Politico						

Name	Foster Turla	STR 6	DEX 5	END 7	INT 6	EDU 8	SOC 8
Age	38 Career(s) Citizen (Corporate, 5 terms)						
Skills	Admin, Advocate 2, Broker, Computers, Diplomacy 2, Persuade 3						
Equipment	Comm (TL 10), Computer (TL 10), Stub Pistol						
Character	One of Foster's best friends gave him the gun he carries on his first day as a colonial politician with the warning, 'save the last shot for yourself'. Ten years later he understands that was not a joke. He is so deep in scandals and corruption, much of it his own, that using that present is really starting to look like the quickest and easiest way out of it all.						
	Subtitle(s) In Way Too Deep						

Name	Megan Keira Blatt	STR 5	DEX 6	END 6	INT 8	EDU 7	SOC 9
Age	34 Career(s) Nobility (Administrator, 4 terms)						
Skills	Admin, Broker 2, Diplomacy, Leadership 2, Persuade 2						
Equipment	Commdot, Hand Computer, Nice Clothes						
Character	Megan manages the political action committee for the nations on her world, an important job in that as long as she runs it correctly, there is no real action and everyone on the committee becomes incredibly wealthy. All she has to do is keep the right people happy and coax the wrong people into either cooperating or finding a new place to live.						
	Subtitle(s) Committee Leech						

Name	<i>Milford Cumberlander</i>	STR 6	DEX 7	END 6	INT 9	EDU 8	SOC 9
Age	38 Career(s) <i>Citizen (Corporate, 5 terms)</i>						
Skills	<i>Admin 2, Advocate 2, Broker 2, Leadership 2, Persuade</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>Milford is an impressive senator on his democratic world, effective and well-spoken. Unfortunately for him, he is also in his position through some of the most underhanded and in some cases highly illegal election manoeuvring ever known. If even a hint of that were to get out, the scandal would ruin all the honest, hard work he has done.</i>						
	Subtitle(s) Hidden Scandal						

Name	<i>Olin McFarderline</i>	STR 5	DEX 6	END 5	INT 8	EDU 6	SOC 5
Age	42 Career(s) <i>Citizen (Corporate, 6 terms)</i>						
Skills	<i>Admin 3, Advocate, Broker 3, Computers 2, Leadership</i>						
Equipment	<i>Comm (TL 8), Nice Clothes</i>						
Character	<i>Olin's world is not very advanced, a fact that most of the inhabitants would like to have change in their lifetimes. That was how Olin came to power, by promising a tech revolution, new jobs and business investments that would revitalise the planet. Then those corporations came, turned the citizens into a work force and started strip mining. Ah, progress.</i>						
	Subtitle(s) Brutal Technocrat						

Name	<i>Wilton Sorelen</i>	STR 4	DEX 6	END 5	INT 8	EDU 7	SOC 10
Age	50 Career(s) <i>Nobility (Administrator, 8 terms)</i>						
Skills	<i>Admin, Advocate 3, Broker 3, Diplomacy 4, Persuade 3</i>						
Equipment	<i>Commdot, Nice Clothes</i>						
Character	<i>One of the galaxy's consummate dealmakers, his reputation as a fair and honest arbiter is as carefully polished as it is false. Using his political status as an ex-president on a world where even nobles must be freely elected to offices of power, Wilton secures bargains on dozens of worlds and always keeps a certain 'private percentage' for his retirement fund.</i>						
	Subtitle(s) Slimy Ex-President						

PROTECTION

Name	<i>Faustin Parse</i>	STR 6	DEX 7	END 6	INT 7	EDU 6	SOC 5
Age	30 Career(s) <i>Rogue (Enforcer, 3 terms)</i>						
Skills	<i>Athletics, Gun Combat, Persuade 3, Streetwise 2</i>						
Equipment	<i>Comm (TL 10), Ground Car, 2 Law Enforcement contacts</i>						
Character	<i>Faustin has a great racket going. He handles protection for his entire territory, half of the colony. Most of the businesses pay and the ones that do not have a tendency to fail in various tragic ways. With a good crew and enough fingers in the local police to stay out of trouble, all he has to do is stay on top of the neighbourhood and collect his credits.</i>						
	Subtitle(s) Protection Connection						

Name	<i>Jerold Koscho</i>	STR 5	DEX 6	END 7	INT 8	EDU 9	SOC 9
Age	42 Career(s) <i>Citizen (Corporate, 6 terms)</i>						
Skills	<i>Admin 2, Advocate, Broker 3, Computers 2, Leadership</i>						
Equipment	<i>Comm (TL 10), Hand Computer</i>						
Character	<i>As one of the leadership roles in an Imperium management branch, Jerold is in a position to see trouble for corrupt politicians before it starts. The right word in the right ear, provided it comes after a generous 'gift', protects those men and women before bad things can happen. He is also quick to remind clients that the wrong word can make things much worse.</i>						
	Subtitle(s) Political Watchdog						

Name	<i>Kihkim Uan</i>	STR 7	DEX 6	END 8	INT 5	EDU 6	SOC 4
Age	26 Career(s) <i>Rogue (Enforcer, 2 terms)</i>						
Skills	<i>Athletics, Gun Combat, Melee (unarmed), Streetwise 2</i>						
Equipment	<i>Autopistol, Comm (TL 8), Flak Jacket</i>						
Character	<i>Every protection scheme has to have a penalty for slow pay and no pay customers. That penalty on this world is named Kihkim. A pretty woman who does not look like she would break her way out of a thin plastic sack, she is all business once she gets the word. Broken bones, shattered windows and even the occasional body usually smarten clients up.</i>						
							Subtitle(s) Protection Breaker

Name	<i>Napolean Sangli</i>	STR 5	DEX 8	END 7	INT 8	EDU 7	SOC 5
Age	Career(s) <i>Citizen (Worker, 2 terms)</i>						
Skills	<i>Athletics, Drive, Explosives, Streetwise, Trade (mining) 2</i>						
Equipment	<i>Explosives, Flak Jacket, Snub Pistol, Tool Kit</i>						
Character	<i>Napoleon used to handle shaped charges for a mining operation of the other side of the planet. When the mine closed down he needed work and found it in an unexpected source. When his boss needs a particularly potent message delivered, Napolean provides it. That message is usually in the shape of a burning building or an empty, smoking crater.</i>						
							Subtitle(s) Arson for Hire

Name	<i>Rupert Murdick</i>	STR 5	DEX 4	END 4	INT 8	EDU 9	SOC 8
Age	54 Career(s) <i>Entertainer (Journalist, 9 terms)</i>						
Skills	<i>Admin 4, Advocate 2, Art (holography) 2, Broker 2, Leadership, Persuade 4</i>						
Equipment	<i>Commdot, Expensive Clothes</i>						
Character	<i>Rupert is a man with no conscience and few scruples. If it makes for good broadcast, he will air it. If it would make for scandalous broadcast, he usually contacts the subject first and offers to lose the story completely in exchange for a fee that is ridiculously high but possible to pay. This is an old game for him; he always wins.</i>						
							Subtitle(s) Bad Media Mogul

Name	<i>Ryes Ciprian</i>	STR 5	DEX 5	END 6	INT 6	EDU 6	SOC 6
Age	30 Career(s) <i>Citizen (Worker, 3 terms)</i>						
Skills	<i>Admin, Drive, Streetwise, Trade (retail)</i>						
Equipment	<i>Commdot, Work Clothes</i>						
Character	<i>Ryes is a vital part of any protection racket, in many ways the most important part of all. He is a business owner hand-picked by the leader of the scheme and given leniency and a kickback in exchange for good advertising in the form of convincing other victims to just go along with the racket so no one gets hurt. A good plant is worth an army of breakers.</i>						
							Subtitle(s) Protection Plant

RACKETEERING

Name	<i>Albertha Sishila</i>	STR 5	DEX 6	END 7	INT 6	EDU 8	SOC 6
Age	30 Career(s) <i>Citizen (Corporate, 3 terms)</i>						
Skills	<i>Admin 2, Advocate, Broker, Computers, Leadership</i>						
Equipment	<i>Comm (TL 10), Hand Computer</i>						
Character	<i>Albertha likes to keep things fast paced. She works her day job because it provides both the perfect cover as an executive level secretary and it grants access to equipment and contacts she would otherwise not have. The stress of working a legitimate job and then handling three different schemes on the side is a rush, perfect for a woman like her.</i>						
							Subtitle(s) Racket Addict

Name	<i>Dikuruk Albey</i>	STR 6	DEX 6	END 5	INT 7	EDU 7	SOC 7
Age	34	Career(s) <i>Citizen (Corporate, 4 terms)</i>					
Skills	<i>Admin, Advocate, Broker 2, Computers, Leadership</i>						
Equipment	<i>Comm (TL 10), Hand Computer</i>						
Character	<i>From a race known for being conservative, Dikuruk is known for being anything but. After being off world for a few years, he came back home with a broader understanding of the galaxy and how it really worked. That understanding led him to create a 'business' for himself that pays well, employs a few dozen citizens and breaks about a hundred laws.</i>						
							Subtitle(s) Entrepreneur

Name	<i>Jonah Nishio</i>	STR 6	DEX 6	END 6	INT 7	EDU 6	SOC 9
Age	26	Career(s) <i>Citizen (Corporate, 2 terms)</i>					
Skills	<i>Admin 2, Advocate, Broker 2, Leadership, Persuade</i>						
Equipment	<i>Comm (TL 10), Computer (TL 11)</i>						
Character	<i>Jonah is a gullible fool with a powerful family. As such he has been targeted by a racket that aims its scams at people just like him, businessmen with affluent parents. He was contacted and offered a lucrative arrangement for investing with the sole catch being that some funds had to be personal. Jonah thinks he will be rich; he really will not be.</i>						
							Subtitle(s) Racketeering Mark

Name	<i>Lenny Pawluk</i>	STR 4	DEX 5	END 5	INT 8	EDU 6	SOC 8
Age	38	Career(s) <i>Citizen (Corporate, 5 terms)</i>					
Skills	<i>Admin, Advocate, Broker 2, Computers 3, Leadership 2</i>						
Equipment	<i>Computer (TL 13)</i>						
Character	<i>For a long time, Lenny was in the computer crime trade, using viruses and other 'attack' programs to bring down systems all over the sector. Then he woke up one day and saw where the real money is – threatening to do so unless he gets paid. Now he runs a sort of computer protection scam where he sells his own inaction and gets rich by doing nothing.</i>						
							Subtitle(s) Computer Racketeer

Name	<i>Kinney Franson</i>	STR 5	DEX 6	END 8	INT 8	EDU 7	SOC 7
Age	34	Career(s) <i>Citizen (Worker, 4 terms)</i>					
Skills	<i>Admin, Broker, Computers, Gun Combat, Trade (retail), Trade (textiles)</i>						
Equipment	<i>Comm (TL 8), Snub Pistol</i>						
Character	<i>Kinney had his own little slice of the dream – a home and a small business on a planet where both were hard to come by and deeply cherished. Then an investment racket took him to the tune of more credits than he could ever pay. He lost his shop and his home went soon after. He has been left with nothing, nothing except a gun and thoughts of revenge.</i>						
							Subtitle(s) Vengeful Victim

Name	<i>Tenneth Coogan</i>	STR 6	DEX 6	END 4	INT 7	EDU 9	SOC 7
Age	38	Career(s) <i>Citizen (Corporate, 5 terms)</i>					
Skills	<i>Admin 2, Broker 2, Computers 2, Leadership 1, Medic, Social Science (biochemistry)</i>						
Equipment	<i>Comm (TL 10), Medikit, Snub Pistol</i>						
Character	<i>Tenneth is not a well man. After years of selling vacations to minor diseases that he had spread through colony ventilation systems, karma has finally caught up with him. One of his own viruses has mutated and managed to infect him. Now stuck with an ailment he cannot cure, Tenneth is as desperate as he has made others with his medical racket.</i>						
							Subtitle(s) Poetic Injustice

SLAVE TRADE

Name	<i>Bors Ramsey</i>	STR 8	DEX 7	END 7	INT 8	EDU 6	SOC 5
Age	30	Career(s) <i>Rogue (Enforcer, 3 terms)</i>					
Skills	<i>Admin, Gun Combat, Melee (unarmed) 2, Persuade</i>						
Equipment	<i>Autopistol, Comm (TL 8), Flak Jacket</i>						
Character	<i>A good slave trade organisation needs four elements to run properly. Bors handles the heaviest job, grabbing victims and strong arming them until they come along quietly. Sometimes this happens as soon as they see they have been captured. Other times it requires a few punches to get the point across. Bors really prefers the second method.</i>						
							Subtitle(s) Slaver Strongman

Name	<i>Emerson Pratt</i>	STR 5	DEX 6	END 6	INT 8	EDU 7	SOC 7
Age	38	Career(s) <i>Citizen (Corporate, 5 terms)</i>					
Skills	<i>Admin 2, Advocate, Broker 2, Computers, Leadership 2</i>						
Equipment	<i>Comm (TL 10), Hand Computer</i>						
Character	<i>There are a number of speciality markets for traders in the galaxy. Perhaps none are as exclusive or illegal as the market for the living – slave auctions. While few worlds have legal slaving, none approve directly of the galactic slave market in part because they have no control over it. Emerson Pratt prefers it like that; he gets to do things his way.</i>						
							Subtitle(s) Pro Slave Trader

Name	<i>Kelsey Orman</i>	STR 8	DEX 6	END 8	INT 5	EDU 6	SOC 5
Age	26	Career(s) <i>Rogue (Enforcer, 2 terms)</i>					
Skills	<i>Advocate, Gun Combat, Melee, Persuade</i>						
Equipment	<i>Comm (TL 10), Flak Jacket, Knife, Snub Pistol</i>						
Character	<i>Slaving, to be profitable, usually has to be done in bulk. Some operations, like the one Kelsey works in for example, often holding many dozens of slaves at a time. They have to be held long enough to be examined before they can be sold. Kelsey is a sitter, a sort of guard and caregiver at the same time. He does actually care a little; this makes his job hard.</i>						
							Subtitle(s) Slave Babysitter

Name	<i>Marilyn Douglas</i>	STR 5	DEX 6	END 6	INT 8	EDU 6	SOC 9
Age	22	Career(s) <i>Rogue (Thief)</i>					
Skills	<i>Athletics, Gun Combat, Melee, Stealth</i>						
Equipment	<i>Autopistol, Comm (TL 10), Flak Jacket</i>						
Character	<i>Marilyn is a great spotter, watching for new potential slaves from a vantage point at the edge of a space port cafe. Her criteria are typically that a target be single, seemingly lost and just confused or out of sorts enough that he or she might like a friendly smile and a suggestion for where to stay in town. Before they know it, they are in a slave pen. Done.</i>						
							Subtitle(s) Slave Spotter

Name	<i>Ollie Taylor-Daye</i>	STR 6	DEX 8	END 6	INT 7	EDU 7	SOC 6
Age	22	Career(s) <i>Agent (Law Enforcement)</i>					
Skills	<i>Admin, Athletics, Computers, Drive, Gun Combat, Mechanic</i>						
Equipment	<i>Comm (TL 10), Flak Jacket, Hand Computer, Shotgun</i>						
Character	<i>While not strictly needed in a good slaving operation, an inside man with the local police can go a long way towards making life easier. Ollie has been doing so since arriving on his beat a few years ago, taking over from an agent who regrettably tried to grow a conscience. Ollie attended that officer's funeral. He will certainly not be making the same mistake.</i>						
							Subtitle(s) Missing Persons

Name	<i>Willian Miles</i>	STR 6	DEX 7	END 8	INT 6	EDU 8	SOC 8
Age	26	Career(s) <i>Citizen (Worker, 2 terms)</i>					
Skills	<i>Admin, Gun Combat, Melee, Leadership, Persuade</i>						
Equipment	<i>Autopistol, Comm (TL 8), Flak Jacket, Knife</i>						
Character	<i>The best slave is one that keeps itself. Willian has been owned by a succession of masters for nearly a decade. His will is all but gone and while he is capable of caring for himself and doing whatever is asked of him, he has little initiative and never thinks of escape. Truthfully, even if he did somehow get freed, he would have no idea how live that way.</i>						
							Subtitle(s) Indoctrinated Slave

WAR CRIMES

Name	<i>Alizha Dupree</i>	STR 6	DEX 7	END 6	INT 8	EDU 8	SOC 6
Age	30	Career(s) <i>Army (Support, 3 terms)</i>					
Skills	<i>Athletics, Comms, Deception, Gun Combat, Stealth</i>						
Equipment	<i>ACR, Cloth Armour (3), Comm (TL 10), Explosives</i>						
Character	<i>In transit at any given time between military bases on Alizha's world, there are hundreds of crates of guns, munitions and ordinance ranging from explosives to heavy weapons. Back before war was declared, she made quite a living off helping a few go missing each shipment and selling them to other countries. Now some of them are the enemy. That is not good.</i>						
							Subtitle(s) Illegal Arms

Name	<i>lilaba Duur</i>	STR 5	DEX 6	END 5	INT 7	EDU 8	SOC 7
Age	42	Career(s) <i>Army (Support, 6 terms)</i>					
Skills	<i>Athletics, Comms, Gun Combat, Leadership 3, Tactics 2</i>						
Equipment	<i>Autopistol, Cloth Armour (3), Comm (TL 10), Hand Computer</i>						
Character	<i>lilaba was the general in charge of the final push against an enemy nation that had been winning the war until a critical battle went awry and their forces fell apart. When the other side saw they were lost, they arranged for a cease fire and gathered to negotiate terms of surrender. To him, that seemed like the perfect time to carpet bomb the area.</i>						
							Subtitle(s) Genocidal Maniac

Name	<i>Jaelmont Forez</i>	STR 6	DEX 6	END 7	INT 8	EDU 8	SOC 9
Age	34	Career(s) <i>Scholar (Physician, 4 terms)</i>					
Skills	<i>Admin, Medic 3, Life Sciences (biology) 2, Life Sciences (genetics)</i>						
Equipment	<i>Commdot, Hand Computer, Medikit, Surgery Suite</i>						
Character	<i>The worst thing that could possibly have happened to a prison camp was letting Doctor Forez have open access to its population. Originally seeking subjects to help cure battlefield diseases, his experiments on prisoners eventually became so deranged and inhuman that his own government exiled him. Now he wanders, constantly looking for new patients.</i>						
							Subtitle(s) Horrid Experiments

Name	<i>Nedster Frye</i>	STR 6	DEX 6	END 7	INT 6	EDU 5	SOC 5
Age	26	Career(s) <i>Army (Infantry, 2 terms)</i>					
Skills	<i>Athletics, Gun Combat, Heavy Weapons, Recon</i>						
Equipment	<i>Assault Rifle, Cloth Armour (5), Comm (TL 8), Military contact</i>						
Character	<i>It is not uncommon for military cadets to find a bar near base and unwind from a long period of training. Nedster is no different. He even thinks he is one of the lucky ones because he has found a nice girl working at the bar to talk to at night. Little does he know she works for the enemy and that, because there is a war, his conversations are treasonous.</i>						
							Subtitle(s) Collusion Cadet

Name	Olam Keyes	STR 6	DEX 8	END 5	INT 6	EDU 7	SOC 7
Age	38	Career(s) <i>Army (Infantry, 5 terms)</i>					
Skills	<i>Athletics 2, Gun Combat 2, Heavy Weapons, Leadership, Recon 2</i>						
Equipment	<i>Assault Rifle, Cloth Armour (5), Comm (TL 8), Military contact</i>						
Character	<i>Olam remembers what it was like in a prisoner of war camp. His experience with them is the reason he was originally given the job he has now, oversight of a detention facility. What his superiors do not know is that at night when the main guard shift is gone, the camp becomes his own personal therapy session. Concrete walls block the screaming.</i>						
							Subtitle(s) Prisoner Abuse

Name	Truman Buchanan	STR 4	DEX 6	END 5	INT 8	EDU 8	SOC 9
Age	34	Career(s) <i>Entertainer (Journalist, 4 sessions)</i>					
Skills	<i>Advocate 2, Art (writing) 2, Diplomacy, Persuade 2</i>						
Equipment	<i>Commdot, Computer (TL 9)</i>						
Character	<i>While every side of an important debate tends to attract supporters, there are those who take it a little too far. After the world government was criticised by detractors for torturing prisoners for information, Truman was one of those who came down on the side of expediency and necessity. He happily threw human rights out and openly denounced the 'peacers'.</i>						
							Subtitle(s) Torture Apologist

VICE

Name	Aaron Dickson Hodge	STR 6	DEX 6	END 5	INT 6	EDU 6	SOC 5
Age	26	Career(s) <i>Rogue (Enforcer, 2 terms)</i>					
Skills	<i>Advocate, Drive 2, Gun Combat, Melee, Persuade</i>						
Equipment	<i>Comm (TL 10), Flak Jacket, Ground Car with hidden compartments</i>						
Character	<i>Aaron is a good son and a loyal member of the Hodge family, a clan from a backwater world where prohibition against the sale of alcohol has forced residents wishing to imbibe to turn to less legal sources for their libations. More than willing to oblige, the Hodges have set up stills, make alcohol and then run it to customers in dangerous, personal deliveries.</i>						
							Subtitle(s) Booze Runner

Name	Deacon Darkhall	STR 5	DEX 6	END 6	INT 7	EDU 5	SOC 8
Age	30	Career(s) <i>Nobility (Dilettante, 3 terms)</i>					
Skills	<i>Advocate, Broker, Diplomat, Leadership 2, Melee (unarmed), Steward</i>						
Equipment	<i>Commdot, Expensive Clothes, Hand Computer</i>						
Character	<i>When it comes to running a respectable business in the skin trade, Deacon has it all figured out. He has a small stable of attractive men and women, enjoys all of them personally and knows exactly how to gauge a customer's desires during an initial consultation. Then he makes the introductions, collects his money and lets the magic happen.</i>						
							Subtitle(s) Interstellar Pimp

Name	Frances Coffin	STR 7	DEX 7	END 6	INT 6	EDU 5	SOC 6
Age	38	Career(s) <i>Citizen (Corporate, 5 terms)</i>					
Skills	<i>Admin, Advocate, Broker 2, Computers, Deception 2</i>						
Equipment	<i>Comm (TL 10), Hand Computer, Snub Pistol</i>						
Character	<i>Frances is a man with a plan and his plan is to become rich enough that he no longer has to take orders from anyone else. He likes doing everything his way, a near compulsive disorder that even drives him to handle the smuggling of drugs himself. He loads packets into his specially designed hand computer and carries it during business trips. No one checks it.</i>						
							Subtitle(s) Drug Smuggler

Name	<i>Jerona Patroi</i>	STR 7	DEX 7	END 6	INT 7	EDU 6	SOC 6
Age	26	Career(s) <i>Agent (Law Enforcement, 2 terms)</i>					
Skills	<i>Deception, Drive, Gun Combat, Investigate 2, Streetwise</i>						
Equipment	<i>Autopistol, Cloth Armour (3), Comm (TL 8)</i>						
Character	<i>In the seedy world of vice crimes, sometimes cops have to be even seedier to catch the real criminals. Jerona learned the hard way that little fish have to be let go in order for bigger fish to swim close enough to reel in. She has been undercover for so long that even she has a hard time telling the difference between right and wrong. She needs help.</i>						
							Subtitle(s) Vice Cop/Crook

Name	<i>Solomai Deering</i>	STR 8	DEX 5	END 6	INT 7	EDU 7	SOC 5
Age	30	Career(s) <i>Scholar (Physician, 3 terms)</i>					
Skills	<i>Admin, Gun Combat, Life Sciences (cybernetics) 2, Medic 2</i>						
Equipment	<i>Commdot, 3 Criminal contacts, Hand Computer, Medikit, Stunner</i>						
Character	<i>To some, the sight of someone with cybernetic augmentation is like seeing money with feet. With friends willing to pay top credits, no questions asked, for augments in good shape, he has all the skills and connections he needs to make a literal killing in the second hand cybernetics game. That is very good for him and not so very good for his 'donors'.</i>						
							Subtitle(s) Body Jacker

Name	<i>Wayne Carrol</i>	STR 6	DEX 6	END 5	INT 9	EDU 10	SOC 5
Age	34	Career(s) <i>Scholar (Scientist, 4 terms)</i>					
Skills	<i>Admin, Computers 3, Medic, Social Sciences (psychology) 2</i>						
Equipment	<i>Commdot, Hand Computer, Wafer Jack</i>						
Character	<i>If you have a wafer jack and are looking to have a good time, Wayne Carol is your man. After realising that science is a wonderful pastime but does not really pay the bills, he turned his very expensive education into a very lucrative business by recording people doing exciting, illegal and illicit things and then selling them as data wafers as 'experiences'.</i>						
							Subtitle(s) Virtual Pleasures

INDEPENDENTS

INDEPENDENTS



ARTISANS

Name	<i>Aemil Roster</i>	STR 5	DEX 7	END 6	INT 6	EDU 6	SOC 5
Age	30						
Career(s)	<i>Entertainer (Artist, 3 terms)</i>						
Skills	<i>Art (painting) 2, Computer, Persuade, Steward</i>						
Equipment	<i>Art Supplies, Commdot</i>						
Character	<i>Aemil books passage on any ship that will carry him. He pays when he must but he prefers to trade his art for travel. His reason for his journeys is a simple one; he is a landscape artist and he loves to see the horizons of new worlds. Hologram images are not enough. He has to see them himself. It is becoming vogue for a ship to have an Aemil original.</i>						
Subtitle(s)	Travelling Artist						

Name	<i>Caddic Cross</i>	STR 6	DEX 8	END 5	INT 7	EDU 10	SOC 8
Age	34						
Career(s)	<i>Entertainer (Artist, 4 terms)</i>						
Skills	<i>Art (sculptor) 3, Computer, Gun Combat, Persuade 2</i>						
Equipment	<i>Art Supplies, Comm (TL 10), Flak Jacket</i>						
Character	<i>Caddic once fancied himself a soldier. Then he tried it, signing up for a stint in the army. That lasted about two weeks before he realised that while he might want the service, it did not want him. Instead he turned to art and eventually found a way to combine his two loves. Now he sculpts memorials, statues made from native rock on galactic battlefields.</i>						
Subtitle(s)	War Memorialist						

Name	<i>Daema Kincaid</i>	STR 5	DEX 6	END 6	INT 8	EDU 7	SOC 6
Age	30						
Career(s)	<i>Entertainer (Artist, 3 terms)</i>						
Skills	<i>Advocate, Art (writer) 2, Computer, Diplomat, Persuade</i>						
Equipment	<i>Hand Computer</i>						
Character	<i>Daema is a household name in many of the governments in her subsector and beyond. She is a poet and a peaceful soul, often capturing intense feelings on all sides of a conflict in a single piece. Credited with stopping a three year conflict with the gift of a poem to both leaders, she is often invited to peace negotiations now and people watch for her latest work avidly.</i>						
Subtitle(s)	Poet Diplomat						

Name	<i>Faegin Applesby</i>	STR 6	DEX 5	END 7	INT 7	EDU 6	SOC 7
Age	42						
Career(s)	<i>Entertainer (Artist, 5 terms), Drifter (Wanderer)</i>						
Skills	<i>Art (writer) 3, Computer, Stealth 2, Vacc Suit, Zero-G</i>						
Equipment	<i>Comm (TL 10), Vacc Suit</i>						
Character	<i>Sometimes called the Old Man in the Stars, Faegin is a writer made most famous for his series of digital novels about a man who stows away on various ships in succession and observes life aboard them from an outside perspective. Many people suspect the truth; he actually does hide on starships and writes documentaries. He just does not call them that.</i>						
Subtitle(s)	Famous Voyeur						

Name	<i>Orkan Dhrow</i>	STR 6	DEX 6	END 8	INT 6	EDU 8	SOC 6
Age	26						
Career(s)	<i>Entertainer (Artist, 3 terms)</i>						
Skills	<i>Art (holography), Computer 2, Steward</i>						
Equipment	<i>Commdot, Computer (TL 13) with holo-projector</i>						
Character	<i>In the 'modern' age, a great deal of art is done in holograms, some so real they have to be touched to discern illusion from reality. Orkan is an artist in that style, making holograms of very mundane things and creating images so real they achieve the status of art. His current gallery is a run of military items from guns and bullets to actual soldiers all in light.</i>						
Subtitle(s)	Holo Realist						

INDEPENDENTS

Name	<i>Ullist Diirpah</i>	STR 6	DEX 7	END 6	INT 8	EDU 8	SOC 8
Age 30	Career(s) <i>Entertainer (Artist, 2 terms), Citizen (Worker)</i>						
Skills	<i>Art (weaving) 2, Broker, Trade (tailoring) 2</i>						
Equipment	<i>Commdot, Loom, Sewing Tools</i>						
Character	<i>Ullist is an artisan in the truest sense. Both an artist and a craftsman, he weaves special cloth from both plant and animal fibres, making bolts of unique fabric for customers to choose from. Then he consults with them, travelling at their expense, and tailors custom clothing from the cloth they pick. His fashion designs are as unique as his cloth, rare and costly.</i>						
	Subtitle(s) Artisan Tailor						

BUSINESSES

Name	<i>Ben Tiller</i>	STR 8	DEX 6	END 5	INT 5	EDU 6	SOC 5
Age 26	Career(s) <i>Citizen (Worker, 2 terms)</i>						
Skills	<i>Admin, Drive, Mechanic, Trade (refinery) 2</i>						
Equipment	<i>Commdot, Work Clothes</i>						
Character	<i>Ben Tiller is not a very bright man. Luckily one does not have to be very bright to sell fuel to starships at a space port. He never worries about maths or finances; his wife handles all that. He just makes the sales and does the refuelling. He considers himself very lucky. It can be rough trying to earn a living but he has equipment, a family and a good business.</i>						
	Subtitle(s) Slow and Steady						

Name	<i>Carmen Sinclair</i>	STR 6	DEX 5	END 6	INT 7	EDU 7	SOC 9
Age 34	Career(s) <i>Citizen (Worker, 2 terms), Nobility (Administrator, 2 terms)</i>						
Skills	<i>Admin, Broker, Drive, Leadership, Trade (housekeeping) 2</i>						
Equipment	<i>Commdot, Nice Clothes, Staffers</i>						
Character	<i>Carmen runs a good business and she keeps it clean – literally. Once a poor woman with few skills and a worthless minor nobility bloodline, she has used this to create Countess Cleaners. Her housekeeping staff specialise in tidying space craft, especially living quarters and crew areas. She has a good reputation, all earned, and her staff are above reproach.</i>						
	Subtitle(s) Starship Cleaner						

Name	<i>Fae Rastilan</i>	STR 5	DEX 6	END 7	INT 5	EDU 8	SOC 7
Age 30	Career(s) <i>Citizen (Corporate, 3 terms)</i>						
Skills	<i>Admin, Advocate, Broker 2, Persuade</i>						
Equipment	<i>Fashionable Commdot</i>						
Character	<i>Fae has several stores on several worlds, each one just a small shop in a metropolitan area. All of her stores carry the same little items, bits of jewellery and fashion accessories for both men and women. She maintains a few speciality items for aliens, particularly those with fur. The secret to 'Fae's Flair' success is low cost, low quality and high volume.</i>						
	Subtitle(s) Boutique Owner						

Name	<i>Harold Camden</i>	STR 6	DEX 6	END 6	INT 7	EDU 8	SOC 8
Age 34	Career(s) <i>Citizen (Corporate, 4 terms)</i>						
Skills	<i>Admin, Advocate, Animals 2, Broker, Leadership, Persuade</i>						
Equipment	<i>Comm (TL 8), Handling Gear</i>						
Character	<i>Harold loathes animals. He has a way with handling them and they like him quite a bit, ironic in that he has allergies to fur and dander. Even so, he has found a way to turn his unwanted gifts into handsome profit. He maintains a pet business, both capturing animals in the wild and a breeding project for domesticated species in greater volume.</i>						
	Subtitle(s) Pet Shop Boy						

INDEPENDENTS

Name	Oscar Wales	STR 4	DEX 6	END 5	INT 6	EDU 7	SOC 6
Age	30	Career(s) <i>Citizen (Corporate, 3 terms)</i>					
Skills	<i>Admin, Advocate, Broker, Carouse 2, Persuade 2</i>						
Equipment	<i>Commdot, Fine Clothes</i>						
Character	<i>Oscar enjoys the finer things in life. Moreover, he likes selling the finer things in life to others so that he can import and afford them for himself. He loves everything from expensive liquor to rare and exotic foods. Whenever he gets in a new shipment, he delights in a rigorous testing session to make sure the goods are of high enough quality to sell to others.</i>						
	Subtitle(s) True Luxuries						

Name	Umarkha Magi	STR 6	DEX 5	END 6	INT 8	EDU 6	SOC 6
Age	26	Career(s) <i>Citizen (Corporate, 2 terms)</i>					
Skills	<i>Admin 2, Advocate, Broker, Persuade</i>						
Equipment	<i>Comm (TL 8), Hand Computer, 2 Courier contacts</i>						
Character	<i>Umarkha sells odd supplies on the open market, often setting up a temporary booth at spaceports where he has reason to believe likely customers will be. He focuses on alien goods and items of specific interest to various races. Anyone can sell junk; he sells junk with names no one can pronounce. That makes his items exotic.</i>						
	Subtitle(s) Exotic Items						

COURIERS

Name	Caim Hammond	STR 6	DEX 6	END 7	INT 6	EDU 8	SOC 6
Age	26	Career(s) <i>Scout (Courier, 2 terms)</i>					
Skills	<i>Comms, Drive, Gun Combat, Mechanic, Sensors</i>						
Equipment	<i>Cloth Armour (5), Hand Computer, Snub Pistol</i>						
Character	<i>Caim has always been good at two things, keeping secrets and driving very fast. When he grew up, those skills led him to life as a courier. He does not have a very big territory but he has a few very devoted customers that use him exclusively. They can count on his discretion. When they give Caim something to run, they know it will reach its destination.</i>						
	Subtitle(s) Small Time Runner						

Name	Ernie Alan Traviss	STR 5	DEX 6	END 6	INT 8	EDU 9	SOC 6
Age	30	Career(s) <i>Scout (Courier, 3 terms)</i>					
Skills	<i>Comms, Gun Combat, Mechanic, Pilot 2, Sensors</i>						
Equipment	<i>Commdot, Cloth Armour (3), Hand Computer</i>						
Character	<i>When it comes to memory, Ernie got the lion's share. He is an eidetic, capable of almost perfect recall and clarity when it comes to lists of numbers or pages of data. As such he is a natural at transporting such things by memory alone. He memorises a document, goes to where the client wants him and then repeats or recreates it. No copies, no risks.</i>						
	Subtitle(s) Mental Transporter						

Name	Gis Dalar	STR 5	DEX 6	END 6	INT 8	EDU 6	SOC 5
Age	34	Career(s) <i>Scout (Courier, 4 terms)</i>					
Skills	<i>Comms, Drive 2, Gun Combat, Mechanic, Pilot 2, Sensors</i>						
Equipment	<i>Autopistol, Cloth Armour (5), Collapsible Air/Raft, Ground Car, Hand Computer</i>						
Character	<i>Gis Dalar advertises as 'have air/raft, will travel' and he means it. He also has a special plane which collapses into a few pieces of luggage, all of which he can carry in his small car. As long as his transport fees are paid, he will go anywhere and handle any terrain with his vehicles, getting what his clients need wherever his clients need it however he has to do it.</i>						
	Subtitle(s) Intrepid Courier						

INDEPENDENTS

Name	<i>Neale Carrvel</i>	STR 7	DEX 8	END 8	INT 6	EDU 6	SOC 8
Age	34	Career(s) <i>Scout (Courier, 4 terms)</i>					
Skills	<i>Comms, Drive, Gun Combat, Mechanic, Pilot 3, Sensors</i>						
Equipment	<i>Cloth Armour (5), Hand Computer, Stunner</i>						
Character	<i>Neale is a born pilot and a peaceful man. He loves to fly in any kind of weather and while he does not own his own craft yet, all his fees are going toward the purchase of one as soon as he can afford it. Until then he does courier work because it lets him make money and fly, building his skills for the day when he has a craft he can finally call his own.</i>						
							Subtitle(s) Hopeful Pilot

Name	<i>Ophelia Wire</i>	STR 6	DEX 5	END 6	INT 6	EDU 8	SOC 7
Age	26	Career(s) <i>Scout (Courier, 2 terms)</i>					
Skills	<i>Advocate, Comms, Diplomacy, Drive, Gun Combat, Jack of All Trades</i>						
Equipment	<i>Commdot, Hand Computer, Snub Pistol</i>						
Character	<i>Ophelia has done a little bit of everything in her life, from illicit drugs to escort work all in the name of staying alive. Now she is out of those ugly circles but the itch to do something special with her life is very strong. She has no desire for a work-a-day existence and her old habits hold no allure. Until she finds a path, the courier life will have to do.</i>						
							Subtitle(s) Looking for Meaning

Name	<i>'Whole Way' Wilson</i>	STR 6	DEX 6	END 13	INT 7	EDU 6	SOC 6
Age	42	Career(s) <i>Scout (Courier, 6 terms)</i>					
Skills	<i>Comms, Drive, Gun Combat, Mechanic, Pilot (spacecraft) 2, Sensors</i>						
Equipment	<i>Autopistol, Cloth Armour (5), Comm (TL 8), Computer (TL 9)</i>						
Character	<i>If there is one thing Wilson is good at, it is getting to the end of a run. He has been shot, stabbed, poisoned, starved and nearly died of an alien disease once but he always gets there in the end. His endurance is legendary in the business, labelling him 'Whole Way' because that is what he does; he takes his packages the whole way, no matter what.</i>						
							Subtitle(s) Unbreakable

DIPLOMATS

Name	<i>Domon Karresh</i>	STR 5	DEX 6	END 6	INT 8	EDU 6	SOC 11
Age	34	Career(s) <i>Nobility (Diplomat, 4 terms)</i>					
Skills	<i>Admin, Advocate 2, Diplomacy 2, Investigate, Persuade 2</i>						
Equipment	<i>Commdot, Nice Clothes</i>						
Character	<i>Domon has been posted to the same diplomatic station for nearly a decade and his role has become extremely tedious. He is supposed to be the ambassador for his people, a post that ensures another war does not occur between his planet and another in the same subsector. He and the other ambassador meet every month, drink tea, play chess and that is it.</i>						
							Subtitle(s) Bored Diplomat

Name	<i>Fallana Muurai</i>	STR 6	DEX 7	END 6	INT 9	EDU 8	SOC 10
Age	30	Career(s) <i>Nobility (Diplomat, 3 terms)</i>					
Skills	<i>Admin, Advocate 2, Diplomacy, Persuade 2</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>When her lords want something, Fallana is on hand to see that it gets done. Sometimes her orders are very specific, other times they are as nebulous as 'get that rival lord to disarm his men'. No matter what her orders, Fallana takes them very seriously and does all she can to fulfil them to the letter. Luckily she has the full backing of her court behind her.</i>						
							Subtitle(s) Dedicated Negotiator

INDEPENDENTS

Name	Kirk Ambler	STR 4	DEX 7	END 7	INT 10	EDU 10	SOC 6
Age	34 Career(s) Scholar (Scientist, 4 terms)						
Skills	Admin, Advocate, Computers 2, Language 3, Social Science (linguistics) 2						
Equipment	Comm (TL 10), Hand Computer						
Character	Diplomat? That was the last thing Doctor Kirk Ambler ever thought he would be. When a negotiating team visiting an alien species' compound on his homeworld was killed in an accident, Kirk was the only one the government knew about who actually spoke their language. Now he has been pressed into service as one extremely awkward diplomat.						
	Subtitle(s) Scientist Diplomat						

Name	Leronius Almanze	STR 6	DEX 7	END 7	INT 6	EDU 6	SOC 9
Age	30 Career(s) Nobility (Diplomat, 3 terms)						
Skills	Admin, Advocate 2, Carouse 2, Diplomacy, Persuade						
Equipment	Commdot, Hand Computer						
Character	Leronius is an ambassador in a very tight spot. A year ago, he met with enemy leaders on the eve of what was going to be a terrible and bloody battle. Both sides were going to lose a lot of lives and it was his task to stop that. He and the leaders got very drunk. When he woke up there was peace and he was famous. Trouble is, he has no idea how he did it.						
	Subtitle(s) Blessed Blackout						

Name	Qesttin Do-Vross	STR 5	DEX 4	END 4	INT 9	EDU 8	SOC 11
Age	58 Career(s) Nobility (Diplomat, 10 terms)						
Skills	Admin, Advocate 3, Carouse, Diplomacy 4, Leadership 3, Persuade 3						
Equipment	Commdot, Fine Clothes						
Character	Qesttin has been a diplomat for so long that every court and leadership office in the sector is essentially an open door to him. Though advancing in age his spirit has not diminished at all and when people see him coming, they assume a problem of galactic importance has arisen. In truth, his whole purpose is to try and make sure such issues never occur at all.						
	Subtitle(s) Diplomat Lord						

Name	Virgil Mateland	STR 5	DEX 6	END 5	INT 8	EDU 7	SOC 10
Age	30 Career(s) Nobility (Diplomat, 3 terms)						
Skills	Advocate, Computer, Diplomacy 2, Leadership, Persuade						
Equipment	Commdot, Computer (TL 10)						
Character	Virgil is a virtual ambassador, a presence online and in the networks that tie his sector together. An accident when he was young left him paralysed from the waist down and surgeries have not been able to restore his mobility. Even so, he has a calming manner in both text and voice, able to serve as a diplomat even from the confinement of his bedchamber.						
	Subtitle(s) Virtual Diplomat						

DOCK WORKERS

Name	Carl Vastin	STR 7	DEX 6	END 7	INT 5	EDU 6	SOC 5
Age	30 Career(s) Citizen (Worker, 3 terms)						
Skills	Admin, Drive, Mechanic, Sensors, Trade (ship systems) 2						
Equipment	Commdot, Hand Computer, Scanner						
Character	Carl has a job because of nepotism. His uncle owns this starport and as such, he gets a 'simple' job like inspecting incoming ships for issues and violations. He has a scanner that does most of the work for him because in truth, Carl is not a very bright man. He can often be convinced to ignore problems through fast talk, a fact many captains know well.						
	Subtitle(s) Ship Inspector						

INDEPENDENTS

Name	<i>Erroll Maitler</i>	STR 8	DEX 6	END 8	INT 6	EDU 6	SOC 4
Age	34	Career(s) <i>Citizen (Worker, 4 terms)</i>					
Skills	<i>Drive, Mechanic 2, Remote Operation, Trade (teamster) 2</i>						
Equipment	<i>Commdot, Grav Platform, Loader</i>						
Character	<i>The loading and unloading of cargo is a common sight on any dock in the galaxy; ships have to cycle in goods either for trade or because they need supplies to function. Rather than do so with their own crews, most captains pay a fee to have dock workers handle that for them. Erroll is just such a loader, supplementing his income with the occasional 'find'.</i>						
							Subtitle(s) Light-fingered Loader

Name	<i>Fiona Starling</i>	STR 6	DEX 5	END 6	INT 8	EDU 5	SOC 5
Age	30	Career(s) <i>Corporate (Corporate, 3 terms)</i>					
Skills	<i>Admin, Advocate, Broker 2, Sensors, Trade (starport operations)</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>Fiona took over this port from her mother. The property has been in her family for generations and a Starling has been in charge of the port that whole time. Practically trained from birth for this job, she knows the starport like the back of her hand and could find her way around it in the pitch dark.</i>						
							Subtitle(s) Dock Supervisor

Name	<i>Gabap Turani</i>	STR 7	DEX 6	END 8	INT 6	EDU 5	SOC 6
Age	26	Career(s) <i>Citizen (Worker, 2 terms)</i>					
Skills	<i>Drive, Mechanic 2, Sensors, Trade (ship systems)</i>						
Equipment	<i>Comm (TL 8), Uniform</i>						
Character	<i>Gabap Turani has never had another job and has never even left the docking station where he works now. He was born here, toils here and will probably die here without ever riding in one of the starships he fuels. He never really thinks about that consciously though, when he dreams, he finds himself anywhere and everywhere but here on the station.</i>						
							Subtitle(s) Refuelling Man

Name	<i>Mark Deveroa</i>	STR 6	DEX 7	END 7	INT 8	EDU 7	SOC 6
Age	42	Career(s) <i>Citizen (Worker, 5 terms)</i>					
Skills	<i>Comms, Drive 2, Engineer 3, Mechanic 3, Sensors</i>						
Equipment	<i>Commdot, Hand Computer, Spare Parts Warehouse, Tool Kit</i>						
Character	<i>There are not many things that can go wrong with a normal ship that Mark cannot fix with a few spare parts and a little time. He can even handle alien technology so long as someone is on hand to explain it to him or he can get hold of schematics. Mark is a great mechanic but his real dream is to someday build his own ship and leave this place behind.</i>						
							Subtitle(s) Station Mechanic

Name	<i>Tonias K. Rage</i>	STR 8	DEX 8	END 7	INT 9	EDU 7	SOC 4
Age	30	Career(s) <i>Citizen (Worker, 3 terms)</i>					
Skills	<i>Comms, Engineer (Jump Drive) 2, Mechanic 2, Sensors</i>						
Equipment	<i>Commdot, Hand Computer, Spare Parts Warehouse, Tool Kit</i>						
Character	<i>Tonias will not tell anyone what the K stands for and it does not appear on any of his official records. What he will tell people is everything else. He is as volatile and energetic as his last name implies, talking constantly and always in motion. He claims it is the vibrations off the jump drives that make him so hyper. Right or wrong, he is just that way.</i>						
							Subtitle(s) Jump Drive Repair

ENTERTAINERS

Name	Aamad Sispah	STR 6	DEX 9	END 8	INT 6	EDU 6	SOC 8
Age	30 Career(s) <i>Entertainer (Performer, 3 terms)</i>						
Skills	<i>Art (dancing) 4, Diplomacy, Persuade, Steward</i>						
Equipment	<i>Commdot, Costumes</i>						
Character	<i>Aamad is a professional dancer, trained in many different styles and always open to learning new ones. He makes it a habit to study other cultures when he can, especially when his government has him on tour in their countries or on their worlds. Something of a dance chameleon, there is little he cannot beautifully mimic given a chance to practice.</i> Subtitle(s) Dancer Diva						

Name	Deelah Thimhal	STR 5	DEX 6	END 6	INT 7	EDU 6	SOC 7
Age	30 Career(s) <i>Entertainer (Performer, 2 terms)</i>						
Skills	<i>Art (acting) 3, Carousing, Persuade 2, Social Science (history)</i>						
Equipment	<i>Commdot, Fine Clothes</i>						
Character	<i>In a galaxy of stars, few shine as brightly as Deelah when she is in the air performing in her latest holo-drama. A stickler for historical accuracy, she is a culture buff and often spends weeks researching a part even before she accepts it. She looks for challenges now, taking parts that stretch her abilities and add to her growing repertoire of historic roles.</i> Subtitle(s) Leading Actress						

Name	Kage Griffon	STR 10	DEX 5	END 7	INT 5	EDU 6	SOC 5
Age	22 Career(s) <i>Citizen (Worker)</i>						
Skills	<i>Drive, Mechanic, Trade (farmhand)</i>						
Equipment	<i>Garish Outfit</i>						
Character	<i>Sideshowes exist on almost every world with a large enough population. Kage, a young farmhand with an extremely well developed physique, managed to impress a local carnival operator so much that he was offered a job as a strongman and accepted it on the spot. He gets to travel, show off his muscles and entertain adoring fans backstage after hours.</i> Subtitle(s) Sideshow Strongman						

Name	Milhoun Pierce	STR 6	DEX 6	END 7	INT 7	EDU 8	SOC 8
Age	34 Career(s) <i>Corporate (Corporate, 3 terms)</i>						
Skills	<i>Admin, Advocate, Broker 2, Diplomacy, Leadership</i>						
Equipment	<i>Camera Drone, Commdot</i>						
Character	<i>Even on desert worlds, people love a fish out of water. Milhoun Pierce was a high level banker for a failing corporation who joined a reality game show as a desperate act for the publicity. When he actually won the show, his company's stocks doubled and his own worth exploded. Now he competes every season, doing so well his own show may come soon.</i> Subtitle(s) Reality Holo-Star						

Name	Samas Greenelake	STR 7	DEX 7	END 8	INT 7	EDU 6	SOC 6
Age	30 Career(s) <i>Army (Infantry, 3 terms)</i>						
Skills	<i>Art (acting), Athletics, Drive, Gun Combat 2, Recon 2</i>						
Equipment	<i>ACR, Cloth Armour, Commdot, Data Display/Recorder</i>						
Character	<i>When the media on her world started recording soldiers in action by means of military grade data recorders on their helmets and camera drones, no one expected there to be a break out star like Samas in the mix. Both pretty and smart, she is a good enough soldier to stay alive in the heat of battle and a good enough actress to keep the audience watching.</i> Subtitle(s) Military Darling						

INDEPENDENTS

Name	Victor Wyde-Corman	STR 7	DEX 8	END 6	INT 6	EDU 8	SOC 5
Age	26	Career(s) <i>Entertainer (Performer, 2 terms)</i>					
Skills	<i>Art (dancing) 2, Carouse, Persuade 2, Steward</i>						
Equipment	<i>Body Oil, Exotic Costumes</i>						
Character	<i>Never the best student or the finest athlete despite his natural ability at both, Victor had no shot of going to university on any sort of scholarship. After his local government suspended its grant programs, he had no choice but to work his way through classes. He has done this for a few years now, studying by day, 'dancing' by night and sleeping when he can.</i>						
	Subtitle(s) Exotic Dancer						

EXPLORERS

Name	Aaron Vasquez	STR 6	DEX 6	END 8	INT 6	EDU 7	SOC 5
Age	30	Career(s) <i>Scout (Explorer, 3 terms)</i>					
Skills	<i>Astrogation, Comms, Gun Combat, Pilot (small craft), Recon, Sensors</i>						
Equipment	<i>Air/Raft, Autopistol, Cloth Armour (5) with environmental sealing, Hand Computer</i>						
Character	<i>Aaron Vasquez is a consummate explorer. He has all the skills needed to use his comms and computer to take detailed readings of new worlds as he flies over them, transmitting them to an automated system on his ship in orbit. Aaron works alone and he likes it that way. No one can get in his way or slow him down if no one is there in the first place.</i>						
	Subtitle(s) Exploring Loner						

Name	Compton Rice	STR 6	DEX 7	END 6	INT 8	EDU 8	SOC 7
Age	26	Career(s) <i>Scout (Explorer, 3 terms)</i>					
Skills	<i>Astrogation, Comms, Pilot (spacecraft), Recon, Sensors 3</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>Even for a relative newcomer to the field, Compton is brilliant with sensor systems. He can close his eyes and hear new life forms during a sonogram scan of an alien world. With his unaided eye he can pick out anomalies on scans that even a computer might miss on a routine pass. In time, he could become a legend.</i>						
	Subtitle(s) Eyes and Ears						

Name	Erma Kailly	STR 5	DEX 8	END 7	INT 7	EDU 8	SOC 8
Age	30	Career(s) <i>Scout (Explorer, 3 terms)</i>					
Skills	<i>Comms, Gun Combat, Pilot (small craft), Recon, Sensors</i>						
Equipment	<i>Cloth Armour (5) with environmental sealing, Hand Computer</i>						
Character	<i>Erma is all that remains of a large survey/salvage company that was working the edge of the sector. She was asleep in her bunk when raiders hit her ship. At some point, in the midst of the attack, she was grabbed and shoved into an escape pod. How her little craft escaped detection is a mystery but how she will ever get home is an even bigger one.</i>						
	Subtitle(s) Lost Survivor						

Name	Kyle Anderson	STR 6	DEX 9	END 6	INT 6	EDU 9	SOC 6
Age	34	Career(s) <i>Scout (Explorer, 4 terms)</i>					
Skills	<i>Astrogation 2, Comms 2, Gun Combat, Pilot (spacecraft) 3, Sensors 2, Vacc Suit</i>						
Equipment	<i>Autopistol, Hand Computer, Vacc Suit</i>						
Character	<i>Kyle Anderson is an explorer. More properly, he pilots an explorer ship. He is not so big on going down to alien worlds and risking his life among indigenous populations and who-knows-what sorts of diseases but he is happy to fly the ship. He is a good enough pilot that no one ever asks him to do anything else. That is absolutely perfect.</i>						
	Subtitle(s) Dedicated Pilot						

INDEPENDENTS

Name	<i>Sollen Gainor</i>	STR 5	DEX 6	END 6	INT 8	EDU 8	SOC 10
Age	42 Career(s) <i>Scout (Explorer, 4 terms), Nobility (Administrator, 2 terms)</i>						
Skills	<i>Admin 2, Astrogation, Comms, Gun Combat, Leadership, Recon, Sensors</i>						
Equipment	<i>Autopistol, Commdot, Hand Computer</i>						
Character	<i>Sollen used to be one of the best, a devoted explorer with a few dozen new worlds to his credit. Then the government backing his trips joined an alliance of worlds and with the resulting cuts in funding, he was reassigned to an administrative role. Now Sollen manages a small fleet of explorer ship, all under funded and poorly staffed. He never goes out any more.</i> Subtitle(s) Retired Scout						

Name	<i>Umliine Dasii</i>	STR 4	DEX 8	END 5	INT 9	EDU 9	SOC 8
Age	38 Career(s) <i>Scout (Explorer, 5 terms)</i>						
Skills	<i>Comms, Life Science (xenobiology) 3, Pilot (spacecraft) 2, Zero-G, Vacc Suit</i>						
Equipment	<i>Commdot, Hand Computer, Vacc Suit</i>						
Character	<i>Umliine has spent most of his life in space. The lack of gravity for large portions of his childhood has left him very weak in anything resembling an atmosphere but he does not care. As long as there is always a new star to chart and new worlds to examine from orbit, he is a very happy man. Given the size of the galaxy, he should be able to remain happy forever.</i> Subtitle(s) Weightless Wanderer						

FREELANCERS

Name	<i>Andrew Carrillo</i>	STR 5	DEX 10	END 7	INT 6	EDU 7	SOC 6
Age	26 Career(s) <i>Army (Infantry, 2 terms)</i>						
Skills	<i>Athletics (co-ordination), Drive, Gun Combat 2, Recon, Stealth</i>						
Equipment	<i>Cloth Armour (5), Laser Pistol, Power Packs</i>						
Character	<i>Andrew is a shootist. He loves to shoot and he is very good at it. When he is between jobs he does target practice and competes in local shows for the winnings. He prefers to be working and never turns down a job as long as the offer is not for a hit. He is a defender and an extra gun; he is no assassin. As long as the job is legit, he is more than up for it.</i> Subtitle(s) Private Laz Gun						

Name	<i>Becky Danielle Owen</i>	STR 6	DEX 7	END 8	INT 8	EDU 7	SOC 8
Age	30 Career(s) <i>Artist (Performer, 3 terms)</i>						
Skills	<i>Advocate, Art (dancing), Diplomacy, Gun Combat, Melee, Steward, Streetwise</i>						
Equipment	<i>Commdot, Nice Clothes, Snub Pistol</i>						
Character	<i>Becky is a modern woman living in a modern world. She has done the exotic dancing and private entertainment scene before and liked neither of them enough to stay in them full time. Her skills lie in those trades, however, and she knows it. She is her own boss, offering services as an escort on her own terms.</i> Subtitle(s) Professional Escort						

Name	<i>Humm Kiirgi</i>	STR 5	DEX 5	END 5	INT 8	EDU 9	SOC 9
Age	34 Career(s) <i>Nobility (Administrator, 4 terms)</i>						
Skills	<i>Admin, Advocate 2, Broker, Diplomat 2, Persuade, Streetwise</i>						
Equipment	<i>Comm (TL 10), Hand Computer</i>						
Character	<i>When a political difference of opinion caused Humm to be exiled from his homeworld, he was cast adrift with nothing but the clothes on his back and enough credits to make it to the nearest border world. A diplomat by trade and training, he still serves in that capacity. Humm no longer cares what he negotiates, so long as he comes out ahead in the deal.</i> Subtitle(s) Negotiator for Hire						

INDEPENDENTS

Name	Keith Almahaye	STR 6	DEX 6	END 5	INT 8	EDU 8	SOC 7
Age	30 Career(s) Agent (Intelligence, 3 terms)						
Skills	Advocate, Gun Combat, Investigate 2, Recon 2, Streetwise						
Equipment	Autopistol, Cloth Armour (5), Hand Computer						
Character	Keith is a man for hire, a private detective with a very narrow field of expertise. He is a finder of goods, be they lost or just desired. He knows who sells what, who buys stolen property and how to get such things back on the cheap. If his clients need something, he will find it for them and, as long as they pay, he makes sure they get it back in one piece.						
	Subtitle(s) Skilled 'Finder'						

Name	Norbert Thomas	STR 5	DEX 5	END 8	INT 9	EDU 10	SOC 6
Age	26 Career(s) Scholar (Field Researcher, 2 terms)						
Skills	Advocate, Computers 2, Diplomacy, Life Science (library research) 2, Sensors						
Equipment	Commdot, Computer (TL 11)						
Character	Most scientists take a turn at being a research assistant during the course of their early education. For a select few, Norbert included, they never stop. Norbert has a flair for finding exactly the information someone needs but very little ability to form his own theories. This makes him a great assistant and a very poor scientist on his own.						
	Subtitle(s) Research Assistant						

Name	Warner Whiskey-Cale	STR 6	DEX 6	END 6	INT 7	EDU 8	SOC 9
Age	30 Career(s) Citizen (Worker, 3 terms)						
Skills	Admin, Advocate, Drive, Steward 3, Trade (seneschal)						
Equipment	Commdot, Nice Clothes, Servitor						
Character	Warner served his first master until the already aged man passed away. With no relative in need of a servant, he was certain to be demoted to just part of the help at some minor lord's manor. As a head manservant, he felt he deserved better than that and had worked hard enough to get more than forced retirement. Now he works for hire, serving mostly himself.						
	Subtitle(s) Manservant						

GAMBLERS

Name	Case Holloway	STR 5	DEX 7	END 6	INT 7	EDU 7	SOC 8
Age	34 Career(s) Citizen (Corporate, 4 terms)						
Skills	Admin, Broker, Deception 2, Gamble 2, Persuade 2						
Equipment	Commdot, Nice Clothes						
Character	Card games played with actual, physical cards is a dying art in many parts of the galaxy, holograms and computer generated chance games taking their place. Case is an aficionado of the old ways, the games played with paper or plastic cards. There is just something about the feel of them, the atmosphere around a gaming table, that makes him feel at home.						
	Subtitle(s) Card Master						

Name	James Gameston	STR 6	DEX 8	END 6	INT 8	EDU 8	SOC 9
Age	38 Career(s) Noble (Dilettante, 5 terms)						
Skills	Advocate, Carouse 2, Deception 3, Gun Combat, Leadership 2, Persuade 2						
Equipment	Commdot, Lucky Rodent's Foot, Bejewelled Autopistol						
Character	James is a character, a wild-living and wild-loving gambler that has set foot in just about every gambling hall within five sectors. He is well known and his money is always welcome. When other people think about a gambler, they often think of James Gameston. When they do not, odds are good they just have not had the experience of meeting him yet.						
	Subtitle(s) Gambling Icon						

INDEPENDENTS

Name	<i>Kelly Rollins</i>	STR 6	DEX 7	END 7	INT 8	EDU 7	SOC 8
Age	26 Career(s) <i>Noble (Dilettante, 2 terms)</i>						
Skills	<i>Advocate, Carouse 2, Deception, Leadership, Persuade 2</i>						
Equipment	<i>Commdot, Fashionable Clothes</i>						
Character	<i>Kelly Rollins is a beautiful woman and she knows it well. Her father owns a casino called the Lady Luck and ever since she had the looks to pull it off she has been its walking, talking embodiment. She loves this place and takes it poorly when anyone tries to abuse it. As long as people play nice though, she is more than willing to do exactly the same.</i>						
	Subtitle(s) Lady Luck						

Name	<i>Luma Lumiidka</i>	STR 5	DEX 6	END 5	INT 7	EDU 6	SOC 5
Age	30 Career(s) <i>Citizen (Colonist, 3 terms)</i>						
Skills	<i>Admin, Computer, Jack of All Trades, Trade (homemaker)</i>						
Equipment	<i>Comm (TL 10), Luggage</i>						
Character	<i>Luma hates going on holiday to any world with a casino. Whenever she does, her addicted husband spends most of the trip in the smoke and mirrors of the gambling hall and most of their trip money on the games there. As hard as she tries to distract him from the lure of the tables, nothing works. She is desperate enough that she might try looking for help.</i>						
	Subtitle(s) Desperate Wife						

Name	<i>Ness Lessman</i>	STR 5	DEX 6	END 6	INT 10	EDU 10	SOC 6
Age	34 Career(s) <i>Scholar (Field Researcher, 4 terms)</i>						
Skills	<i>Advocate, Computers 2, Diplomacy, Life Science (game theory) 2, Sensors 2</i>						
Equipment	<i>Commdot, Computer (TL 11)</i>						
Character	<i>In a galaxy with so many inhabited worlds, games and distractions can be big business. The real money is, of course, in illegal games but for those who do not wish to break the law a good living can be earned by inventing unique diversions. Ness is a game designer and does just that. His most famous is called Novalis and with it, his fortune was made.</i>						
	Subtitle(s) Games Maker						

Name	<i>Zalmon Granger IV</i>	STR 6	DEX 7	END 6	INT 7	EDU 7	SOC 11
Age	26 Career(s) <i>Noble (Dilettante, 2 terms)</i>						
Skills	<i>Advocate, Carouse 2, Deception, Leadership, Persuade</i>						
Equipment	<i>Comm (TL 10)</i>						
Character	<i>Zalmon used to club hop constantly but now he just stays at the Lady Luck, playing in the special top floor room called the Observatory. There, people play a new game called Novalis. Based on the stars in the night sky, a board of random ones are picked and projected. People bet on all sorts of stellar phenomena and then wait for their star to win.</i>						
	Subtitle(s) Novalis Player						

HEROES

Name	<i>Billings Dougherty</i>	STR 5	DEX 6	END 6	INT 9	EDU 10	SOC 9
Age	30 Career(s) <i>Scholar (Physician, 3 terms)</i>						
Skills	<i>Admin, Advocate, Life Science (biochemistry) 2, Medic 3</i>						
Equipment	<i>Commdot, Data Display/Recorder</i>						
Character	<i>One of the most pressing concerns with interstellar travel and exploration is the risk of some new disease getting spread and turned into a pandemic. A few years ago, exactly that occurred in a remote system on the edge of the sector and ended more than a billion lives. Billings is the virologist who finally cured it and saved billions more.</i>						
	Subtitle(s) Famous Doctor						

INDEPENDENTS

Name <i>Circe Eva Tayler</i>	STR 6	DEX 8	END 7	INT 6	EDU 5	SOC 6
Age 34	Career(s) <i>Scout (Explorer, 4 terms)</i>					
Skills	<i>Astrogation 2, Comms 2, Pilot (spacecraft) 2, Sensors, Vacc Suit</i>					
Equipment	<i>Commdot, Vacc Suit with Grav Assist</i>					
Character	<i>Circe was just an adjunct with a survey team when she got the distress call that would change her life. When the rest of the crew wanted to ignore it, she convince her captain to follow it. What they found was a huge derelict, the result of a vicious raider assault. The few left alive were mostly children with just one adult. The adult turned out to be a grateful reporter.</i>					
	Subtitle(s) Famous Rescuer					

Name <i>Kiishlap Dalar</i>	STR 6	DEX 6	END 8	INT 7	EDU 7	SOC 7
Age 30	Career(s) <i>Navy (Line/Crew, 3 terms)</i>					
Skills	<i>Comms, Gunner, Pilot 2, Sensors 2</i>					
Equipment	<i>Cloth Armour (5), Neural Comm, Stunner</i>					
Character	<i>Kiishlap is one of the most famous pilots in the galaxy, having successfully piloted his naval ship, a huge cruiser, through the heart of a vicious energy nebula and out again to safety, destroying a pursuing enemy squadron in the process. The only trouble is that he knows he just got incredibly lucky. He is nowhere near as good as people seem to think.</i>					
	Subtitle(s) Famous Pilot					

Name <i>Morton Egide</i>	STR 7	DEX 8	END 9	INT 6	EDU 7	SOC 7
Age 30	Career(s) <i>Army (Infantry, 3 terms)</i>					
Skills	<i>Athletics, Gun Combat 2, Heavy Weapons, Leadership, Recon 2</i>					
Equipment	<i>ACR, Flak Jacket, Grenades, Hand Computer</i>					
Character	<i>The military dictatorship on Morton's world finally went too far when they started their 'purity program'. Ordering the army to start cleansing civilian blocks that did not meet a level of genetic perfection was more than he could take. Morton started the rebellion, whole companies joined him and then the media got involved, there was no way to lose.</i>					
	Subtitle(s) Famous Rebel					

Name <i>Sung Amesh Tu</i>	STR 6	DEX 10	END 8	INT 6	EDU 6	SOC 5
Age 38	Career(s) <i>Drifter (Wanderer, 5 terms)</i>					
Skills	<i>Athletics 2, Melee (unarmed) 4, Streetwise, Survival 2</i>					
Equipment	<i>Commdot, Uniform</i>					
Character	<i>The illegal fighting circuit is a particularly vicious form of slave ring. Convicts and homeless, the unloved and the unmissed, are brought together and forced to fight for the profit and entertainment of others. Most rings operate for years but not the one that tried to hold Sung. He broke free, fought his way out and brought the whole thing into the light.</i>					
	Subtitle(s) Famous Fighter					

Name <i>Wake Valentine</i>	STR 5	DEX 6	END 6	INT 8	EDU 8	SOC 9
Age 30	Career(s) <i>Entertainer (Journalist, 3 terms)</i>					
Skills	<i>Advocate 2, Art (writing), Diplomacy, Persuade 2, Streetwise</i>					
Equipment	<i>Camera Drone, Comm (TL 10), Flak Jacket, Hand Computer</i>					
Character	<i>Some love him, some hate him, but almost everyone with a holo-screen knows him. Wake has covered almost every major event in the sector for the last 10 years and done so with a blunt, bold style all his own. Even his critics have to credit him for being fearless and innovative when it comes to getting a story and broadcasting it against the odds.</i>					
	Subtitle(s) Famous Reporter					

INFORMATION DEALERS

Name	<i>Dennis Hale</i>	STR 6	DEX 5	END 7	INT 6	EDU 6	SOC 8
Age	26 Career(s) <i>Citizen (Colonist, 2 terms)</i>						
Skills	<i>Admin, Computer, Jack of All Trades, Recon, Trade (food service)</i>						
Equipment	<i>Commdot, 2 Corporate contacts, Hand Computer, Uniform</i>						
Character	<i>During the work day, Dennis works as a waiter at a very exclusive executive restaurant. He keeps his eyes and ears open for anything that might be said of any use and records as much as he can with his computer. Every night when he gets off work, he goes through what he knows, packages the useful things and sells them to contacts who trade in such things.</i> Subtitle(s) Watchful Waiter						

Name	<i>Frank Levour</i>	STR 6	DEX 7	END 5	INT 4	EDU 5	SOC 4
Age	30 Career(s) <i>Citizen (Worker, 3 terms)</i>						
Skills	<i>Athletics, Drive, Trade (janitor) 2</i>						
Equipment	<i>Cart, Cleaning Supplies, Comm (TL 8), Work Clothes</i>						
Character	<i>There is a truism in the galaxy; 'No one notices the help.' Frank Levour is so much an avatar of this maxim that if he ever tried to use it intentionally he could probably bring down entire governments. As it is, this autistic janitor has a tendency to overhear things and then mumbles them all day. For those who know to listen, he has secrets to tell.</i> Subtitle(s) Inadvertent Informant						

Name	<i>Hera Range</i>	STR 5	DEX 6	END 6	INT 7	EDU 8	SOC 6
Age	34 Career(s) <i>Agent (Law Enforcement, 4 terms)</i>						
Skills	<i>Admin, Gun Combat, Investigate 3, Persuade, Streetwise 2</i>						
Equipment	<i>Autopistol, Cloth Armour (3), Hand Computer</i>						
Character	<i>Hera Range used to be a cop. Then a corruption scandal ripped through her precinct and the commissioner, not wanting to go down for his own crimes, found four officers and used them as scapegoats. After seeing first-hand that the system is far from fair, Hera got out of incarceration and went into detective work. Fate help that man if she ever sees him again.</i> Subtitle(s) Private Investigator						

Name	<i>Hukim Duurmas</i>	STR 5	DEX 5	END 6	INT 8	EDU 8	SOC 5
Age	30 Career(s) <i>Citizen (Corporate, 3 terms)</i>						
Skills	<i>Admin, Advocate, Broker, Diplomacy, Investigate, Persuade 2, Recon</i>						
Equipment	<i>Comm (TL 10), Date Display/Recorder, Snub Pistol</i>						
Character	<i>Hukim does all of his business from a seedy bar near the starport, a rundown joint with smoke in the air and watered down drink that anyone with a couple of credits can afford. He has a booth in the back, one that only he gets to use because he owns the bar. From there he holds court, selling favours and secrets to whomever he wishes.</i> Subtitle(s) Back Booth Agent						

Name	<i>'Noggin'</i>	STR 6	DEX 6	END 7	INT 7	EDU 6	SOC 5
Age	42 Career(s) <i>Drifter (Wanderer, 6 terms)</i>						
Skills	<i>Advocate, Deception 2, Stealth 2, Streetwise 5, Survival</i>						
Equipment	<i>Comm (TL 8), Poor Clothes</i>						
Character	<i>No one knows who Noggin is or why he still does what he does when he has to have saved up a fortune by now. All anyone knows is that he has an eerie tendency to be where people need his advice and findable with just a little effort. He does charge for his help but never more than people can pay and seems to know things that absolutely no one should know.</i> Subtitle(s) Drifter Snitch						

INDEPENDENTS

Name	Steve Parser	STR 7	DEX 7	END 8	INT 8	EDU 7	SOC 7
Age	Career(s) <i>Army (Infantry, 3 terms)</i>						
Skills	<i>Advocate, Athletics, Gun Combat, Heavy Weapons, Recon 2</i>						
Equipment	<i>Assault Rifle, Comm (TL 8), Flak Jacket, Hand Computer</i>						
Character	<i>Steve Parser is a soldier on the ground, serving on the front of a major war in a foreign land. He is near the command bunker, a place where important decisions get made every day. Steve also serves in the same unit as the company's comms operator. During third watch, he uses that equipment to leak non-critical information to the media back home.</i>						
							Subtitle(s) Military Mole

JOURNALISTS

Name	Alvin Lamour	STR 5	DEX 6	END 6	INT 8	EDU 9	SOC 9
Age	30 Career(s) <i>Entertainer (Journalist, 3 terms)</i>						
Skills	<i>Admin, Advocate, Art (holography), Diplomacy, Investigate, Streetwise</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>As a 'man on the street'. Alvin is often finding himself dealing with ordinary citizens, discovering that from the ground level the government is not so well loved after all. He dutifully turns in all the footage he records, unsurprised in the slightest when more than half of every story he writes ends up severely 'edited for permissible content'. Figures.</i>						
							Subtitle(s) Jaded Journalist

Name	Cassidy Pallor	STR 5	DEX 8	END 6	INT 8	EDU 8	SOC 7
Age	26 Career(s) <i>Entertainer (Journalist, 2 terms)</i>						
Skills	<i>Art (writing), Investigate, Persuade 2, Recon, Streetwise</i>						
Equipment	<i>Camera Drone, Comm (TL 10), Hand Computer</i>						
Character	<i>Cassidy is to her news team what a forward observer is to the military. She usually goes out long before the others do, scouts an area for good areas to investigate and then reports that data back to her crew chief so the upfront reporters can do their jobs more efficiently. Then she writes copy and handles odd jobs until the job is done and they all move on.</i>						
							Subtitle(s) Useful Scout

Name	Egfan Darmouse	STR 6	DEX 5	END 6	INT 6	EDU 7	SOC 9
Age	34 Career(s) <i>Entertainer (Journalist, 4 terms)</i>						
Skills	<i>Advocate 2, Art (acting), Carouse, Diplomacy, Persuade 2</i>						
Equipment	<i>Comm (TL 10), Nice Clothes</i>						
Character	<i>If there was a word for vanity in journalistic parlance, it would likely be Egfan. In his room for an hour every day before show time, he refuses to come out until his face and hair are perfect. Meticulous about his suits as well, he is a prima donna of the broadcasting world. For all that he is an annoyingly good anchorman, even if the only personality he has is fake.</i>						
							Subtitle(s) Vain Reporter

Name	Michael Burgeoun	STR 6	DEX 7	END 6	INT 8	EDU 8	SOC 6
Age	38 Career(s) <i>Entertainer (Journalist, 5 terms)</i>						
Skills	<i>Art (holography) 3, Carouse, Diplomacy, Leadership 2, Persuade 2, Streetwise</i>						
Equipment	<i>Camera Drones, Comm (TL 10), Computer (TL 10)</i>						
Character	<i>Michael is in charge of the news production for his entire network. An old hand at the news business, he has put in his time in front of the screen and now enjoys an easier life taking care of things behind the scenes. He has no desire to ever go back to the anchor chair but, if an emergency comes up, he has been known to begrudgingly do so in the past.</i>						
							Subtitle(s) Former Anchor

INDEPENDENTS

Name	<i>Sterling Kyotoman</i>	STR 4	DEX 8	END 5	INT 7	EDU 8	SOC 9
Age	42	Career(s) <i>Entertainer (Journalist, 6 terms)</i>					
Skills	<i>Advocate 3, Art (writing), Diplomacy, Investigate 2, Persuade 3, Recon</i>						
Equipment	<i>Comm (TL 8), Fine Clothes, Hand Computer</i>						
Character	<i>Still very attractive despite peaking into her forties, Sterling could easily be the centre of a news program of her own. Instead she prefers to pull the strings on her own network, employing journalists from other worlds and cultures to create a very diverse broadcast team with wide appeal to an increasingly jaded society full of people bombarded by culture.</i>						
							Subtitle(s) Network Manager

Name	<i>Zack Wallace</i>	STR 6	DEX 6	END 6	INT 7	EDU 8	SOC 6
Age	22	Career(s) <i>Entertainer (Journalist, 2 terms)</i>					
Skills	<i>Advocate, Art (writing), Carouse, Comms, Persuade, Streetwise</i>						
Equipment	<i>Comm (TL 10), Hand Computer</i>						
Character	<i>Zack is just one of millions of people in the journalism business. He is camera crew for now but trained to handle every element of news production. When he gets off work he does what the other millions of people like him do on foreign worlds. He goes looking for a bar, orders a round and talks to anyone who will listen. Those who do might learn something.</i>						
							Subtitle(s) Chatty Crew

KIDS

Name	<i>Angie Collins</i>	STR 4	DEX 5	END 4	INT 6	EDU 5	SOC 12
Age	8	Career(s) <i>Nobility (Dilettante)</i>					
Skills	<i>Advocate 0, Diplomacy 0, Leadership 0</i>						
Equipment	<i>Comm (TL 10), Pet</i>						
Character	<i>Angie is a princess. Actually she is a duke's daughter but in private he calls her his little princess and that is how she sees herself. She wears pretty dresses and calls her fluffy white cat her 'lady in waiting' and dreams of the day when she will be a princess for real, marrying into higher royalty. It is a simple dream but she might actually live it one day.</i>						
							Subtitle(s) Possible Princess

Name	<i>Bart Simonsen</i>	STR 4	DEX 6	END 4	INT 6	EDU 4	SOC 6
Age	10	Career(s) <i>Scholar (Scientist)</i>					
Skills	<i>Carouse 0, Deception 0, Investigate 0</i>						
Equipment	<i>Comm (TL 8)</i>						
Character	<i>There is every chance that Bart is the worse behaved child on his entire planet without being an outright criminal. He ditches his classes, speaks rudely and, despite the fact that his father is a high energy technician, has absolutely no use or aptitude for science in any form that does not explode when it is dropped in a lavatory. Bart Simonsen is a true menace.</i>						
							Subtitle(s) Problem Child

Name	<i>'Lute' Gingree</i>	STR 3	DEX 7	END 4	INT 7	EDU 5	SOC 5
Age	10	Career(s) <i>Citizen (Colonist)</i>					
Skills	<i>Athletics (co-ordination) 0, Recon 0, Stealth 0</i>						
Equipment	<i>Doll, Knife</i>						
Character	<i>When Lute's colony was attacked by aliens of a violent and unknown sort, her first instinct was to hide. That proved to be prescient as everyone else was captured and devoured, even her family. Now she is all alone in a colony complex filled with killing machines. All she has is her base cunning, miles of narrow little tunnels and incoming marines.</i>						
							Subtitle(s) Little Survivor

INDEPENDENTS

Name	Mackie Thomas	STR 5	DEX 5	END 5	INT 4	EDU 4	SOC 8
Age	12	Career(s) <i>Citizen (Corporate)</i>					
Skills	<i>Athletics 0, Melee (unarmed) 0, Trade (construction) 0</i>						
Equipment	<i>Comm (TL 10)</i>						
Character	<i>Mackie Thomas has always been bigger than other kids and he loves the fact that it lets him push them around. The fastest way to get him to start pushing is to remind him that he may be big but he is also dumb as a post. Unfortunately for his classmates, that is as easy as using long words or being good at maths. Mackie makes other children's lives miserable.</i>						
	Subtitle(s) Preteen Bully						

Name	Oliver Kisst	STR 4	DEX 6	END 5	INT 5	EDU 3	SOC 6
Age	8	Career(s) <i>Drifter (Wanderer)</i>					
Skills	<i>Stealth 0, Streetwise 0, Survival 0</i>						
Equipment	<i>Flak Jacket, Spare Food</i>						
Character	<i>Oliver Kisst was orphaned at a young age and has had to learn what he could to survive from other children in the colony world's orphanage. The superintendent of the school treats his kids quite poorly and few remain on the premises after lights out. They have a meeting place out in town where life may be hard but at least they do not get beaten regularly.</i>						
	Subtitle(s) Orphan-Thief						

Name	Zanlaar Liid	STR 5	DEX 5	END 5	INT 6	EDU 5	SOC 5
Age	10	Career(s) <i>Citizen (Worker)</i>					
Skills	<i>Mechanic 0, Steward 0, Streetwise 0</i>						
Equipment	<i>CommDOT, Tool Kit, Uniform</i>						
Character	<i>Though Zanlaar is still just a child, he is destined to follow in his working caste father's footsteps and already accompanies him to his job. There he is trained by his dad in how to maintain the same ancient machines his grandfather did before them. It is a vital task but utterly menial and Zan is still young enough to wonder if there is more to life than this.</i>						
	Subtitle(s) Work-a-day Child						

LEGAL COUNSEL

Name	Blaine Talbot	STR 6	DEX 6	END 6	INT 7	EDU 8	SOC 7
Age	30	Career(s) <i>Citizen (Corporate, 3 terms)</i>					
Skills	<i>Admin, Advocate, Broker 3, Persuade</i>						
Equipment	<i>CommDOT, Hand Computer</i>						
Character	<i>Blaine does a brisk business on the two worlds he considers his territory. Both planets have rather complex and antiquated property laws, allowing him to charge a nice sum for the help he can give would-be land owners in navigating the legal river of clauses and sub-paragraphs. As a side venture he also sells 'hassle free' real estate on those planets.</i>						
	Subtitle(s) Real Estate Lawyer						

Name	Currin Viarra	STR 6	DEX 7	END 5	INT 8	EDU 8	SOC 8
Age	34	Career(s) <i>Citizen (Corporate, 4 terms)</i>					
Skills	<i>Admin, Advocate, Broker 2, Investigate 2, Persuade 2</i>						
Equipment	<i>Comm (TL 10)</i>						
Character	<i>Currin is a lawyer on a planet where the accused in a crime is allowed legal representation. He does all he can for his clients but he tells them the truth going into each case. People may be allowed counsel but it rarely helps on his world, where the judiciary regard anyone merely suspected of a crime as being guilty.</i>						
	Subtitle(s) Defence Advocate						

INDEPENDENTS

Name	<i>Fliese Corunpara</i>	STR 5	DEX 6	END 6	INT 7	EDU 8	SOC 10
Age	38	Career(s) <i>Citizen (Corporate, 4 terms), Nobility (Administrator)</i>					
Skills	<i>Admin, Advocate 3, Broker 2, Carouse, Diplomat 2, Persuade 3</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>Fliese is a kingmaker, a lawyer with the legal authority to vet and appoint applicants to positions of nobility on her homeworld. She is paid for her services and does not have to get any approval for her choices except by the nation's Lords Council, a legislative body that has never denied a kingmaker's choice in her lifetime. As such, she is very popular.</i>						
	Subtitle(s) Lady Kingmaker						

Name	<i>Majel Everson</i>	STR 6	DEX 5	END 6	INT 8	EDU 9	SOC 8
Age	46	Career(s) <i>Citizen (Corporate, 7 terms)</i>					
Skills	<i>Admin 2, Advocate 3, Broker 4, Investigate, Persuade 2</i>						
Equipment	<i>Commdot, Computer (TL 10)</i>						
Character	<i>There may be no one in Majel's entire star system with more financial knowledge than she has. There is certainly no one with a greater reputation for knowing fiscal law backwards and forwards, partially because she helped write a great deal of the current legislation. Majel rarely takes a client any longer but when she does, it is pretty much a done deal.</i>						
	Subtitle(s) Fiscal Lawyer						

Name	<i>Paul Roan Torvald</i>	STR 5	DEX 7	END 7	INT 7	EDU 8	SOC 8
Age	26	Career(s) <i>Citizen (Corporate, 2 terms)</i>					
Skills	<i>Advocate 2, Art (oratory), Broker, Diplomacy, Persuade</i>						
Equipment	<i>Comm (TL 10), Nice Clothes</i>						
Character	<i>Paul Roan is a fairly young lawyer. What makes him memorable is his stentorian speaking voice, a clear tone that carried through an entire court and makes people sit up and pay attention. He has already been called the 'voice of the law' by one bemused opponent, a nickname that has quickly stuck.</i>						
	Subtitle(s) Voice of the Law						

Name	<i>Samual Harrison</i>	STR 5	DEX 5	END 6	INT 8	EDU 9	SOC 9
Age	30	Career(s) <i>Citizen (Corporate, 3 terms)</i>					
Skills	<i>Admin, Advocate 2, Investigate 2, Persuade</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>The public defence office on Samual's world is a relatively new legal construct and he is its first attorney. That puts a lot of pressure on him to do well if the program has a chance of ever expanding. Luckily he is up to the challenge, a bright and energetic councillor with a passion for the law and deep-seated belief in the rights of the accused.</i>						
	Subtitle(s) Public Defender						

MECHANICS

Name	<i>Allen Paeon</i>	STR 6	DEX 6	END 6	INT 8	EDU 8	SOC 5
Age	34	Career(s) <i>Citizen (Worker, 4 terms)</i>					
Skills	<i>Admin, Broker, Engineer (Manoeuvre Drive) 2, Mechanic 3, Streetwise</i>						
Equipment	<i>Commdot, Hand Computer, Tool Kit</i>						
Character	<i>Allen haunts the station over his homeworld, a tech without a task. Brought up as part of the huge labour crew that built the place, he fell in love with space and 'missed' the shuttle heading back down. Now he takes odd jobs to stay alive. It is a rough life at times but he is a good mechanic and he tends to stay busy. Besides, he would have it no other way.</i>						
	Subtitle(s) Manoeuvre Drive						

INDEPENDENTS

Name	<i>Chrill Tomarta</i>	STR 7	DEX 6	END 7	INT 8	EDU 9	SOC 8
Age	30	Career(s) <i>Army (Support, 3 terms)</i>					
Skills	<i>Admin, Engineer (Jump Drive), Gun Combat, Mechanic 3, Recon</i>						
Equipment	<i>Comm (TL 10), Snub Pistol, Tool Kit</i>						
Character	<i>Mustering out of the Imperial Army after an incident involving a low tech world that was allowed to tear itself apart with a civil war when she and her troops could have intervened, Chrill lost her faith in the rightness of the Imperium. Totally independent now, Chrill wanders the stars and takes jobs where she can find them. With skills like hers, she finds them.</i>						
	Subtitle(s) Jump Drive						

Name	<i>Debbie Yates</i>	STR 6	DEX 7	END 7	INT 9	EDU 6	SOC 6
Age	38	Career(s) <i>Merchant (Merchant Marine, 5 terms)</i>					
Skills	<i>Broker, Comms, Engineer (Electronics) 3, Mechanic 2, Sensors</i>						
Equipment	<i>Computer (TL 10), Tool Kit, Uniform</i>						
Character	<i>Debbie still remembers the Embargo, the last ship she was on. That vessel was a true technician's nightmare, more than 20 years past its retirement and barely functional. The wiring was the worst, a rat's nest of tangles, cables and actual rats. At least it was good training. If she kept that beast in the sky, there is nothing electronic she cannot fix.</i>						
	Subtitle(s) Electronics						

Name	<i>lilliisht Oma</i>	STR 5	DEX 7	END 6	INT 8	EDU 8	SOC 5
Age	30	Career(s) <i>Navy (Engineering/Gunnery, 3 terms)</i>					
Skills	<i>Engineer (Life Support) 2, Gun Combat, Mechanic 3, Vacc Suit, Zero-G</i>						
Equipment	<i>Autopistol, Tool Kit, Vacc Suit</i>						
Character	<i>Leaving military service was never really a choice for lilliisht; he was forced to retire by his captain after an embarrassing debacle with a foreign dignitary needed a scapegoat. His skills did not lie fallow for long, however. He was employed a few days after leaving the navy by a merchant ship and, hitching a ride, has been working for strangers ever since.</i>						
	Subtitle(s) Life Support						

Name	<i>Normon Gordon</i>	STR 7	DEX 6	END 7	INT 8	EDU 10	SOC 8
Age	30	Career(s) <i>Citizen (Worker, 3 terms)</i>					
Skills	<i>Admin, Engineer (Power) 2, Mechanic 3, Trade (utilities)</i>						
Equipment	<i>CommDOT, Hand Computer, Tool Kit</i>						
Character	<i>Power cores lie at the heart of everything from cities to starships. That is where Normon likes to be, right at the heart of things. A great mechanic, he loves the adulation that comes when he fixes a vital problem and, at least for a brief moment, gets to be a hero. Physical danger is not really his thing but in his own little sphere, he absolutely loves to be a star.</i>						
	Subtitle(s) Power Technician						

Name	<i>Timbur Tollwey</i>	STR 8	DEX 8	END 6	INT 9	EDU 9	SOC 4
Age	38	Career(s) <i>Drifter (Scavenger, 5 terms)</i>					
Skills	<i>Athletics, Gun Combat 2, Mechanic 4, Streetwise, Vacc Suit</i>						
Equipment	<i>Comm (TL 8), Mesh Armour, Snub Pistol, Tool Kit</i>						
Character	<i>Timbur has done a lot of things in his life since leaving university. His long stint as a belter came to an end recently when it was suggested that his claim had been there too long and that he should move on. The request came at the end of a shotgun so he was inclined to agree. Now he is out of work, a phenomenal mechanic and a decent if quiet person.</i>						
	Subtitle(s) General Mechanic						

NOBLES

Name	Cameron Alexi	STR 6	DEX 6	END 7	INT 8	EDU 7	SOC 11
Age	30 Career(s) Nobility (Administrator, 3 terms)						
Skills	Admin, Advocate 2, Broker, Investigate, Leadership, Persuade						
Equipment	Commdot, Fine Clothes						
Character	Cameron is a fine example of a nobleman who takes his role seriously. Between roles at the moment, he is on a spacefaring tour of the region of space his family considers part of their zone of authority. He is not looking to be domineering or commanding; he just wants to understand the area in case he is ever assigned to be its overseer.						
							Subtitle(s) Curious Noble

Name	Evanelle Buriika	STR 5	DEX 7	END 6	INT 8	EDU 6	SOC 10
Age	34 Career(s) Nobility (Diplomat, 4 terms)						
Skills	Admin, Advocate, Carouse, Deception, Diplomacy 3, Leadership 2, Persuade 2						
Equipment	Commdot, Hand Computer						
Character	A diplomat assigned to handle commoner areas in her sector, Evanelle is a bit of a fish out of water but a well meaning one at least. She has no real grasp of life on the streets of a major city or colony but she still tries to relate. Evanelle has at least figured out how to dress the part, leaving her high fashion dresses in the closet where they belong.						
							Subtitle(s) Displaced Diplomat

Name	Franklin Guarren	STR 6	DEX 7	END 6	INT 6	EDU 7	SOC 10
Age	26 Career(s) Nobility (Dilettante, 2 terms)						
Skills	Carouse 2, Deception, Flyer, Leadership, Persuade						
Equipment	Commdot, Expensive Clothes						
Character	Franklin is a consummate wastrel. He buys clothes on trips and leaves them behind when he leaves. He trashes rented rooms and showers credits like water for the repairs. He is always on the watch for new 'friends', looking to have a good time with strangers be that as a passenger on their ship, a drinking partner or whatever else comes to his moneyed mind.						
							Subtitle(s) Total Wastrel

Name	Maive Suuranel-Khi	STR 5	DEX 6	END 8	INT 8	EDU 8	SOC 11
Age	34 Career(s) Nobility (Administrator, 4 terms)						
Skills	Admin, Advocate 2, Broker 2, Leadership, Persuade 2						
Equipment	Comm (TL 10), Fine Clothes						
Character	Maive is an attachè who really deserves an office of her own. Capable and bright, she simply lacks the one thing she needs to make it as a high noble – ambition. She is content to serve and is not impressed with her noble birth. She has not found the thing in life she really wants to do yet. Until she does, an attachè in a foreign office is just fine with her.						
							Subtitle(s) Unassuming Lady

Name	Olsen Kettlesby	STR 7	DEX 6	END 7	INT 7	EDU 8	SOC 12
Age	30 Career(s) Nobility (Diplomat, 3 terms)						
Skills	Advocate, Art (oration), Carouse, Diplomacy 2, Leadership, Persuade 3						
Equipment	Comm (TL 10), Hand Computer, Nice Clothes						
Character	In the world of public speaking, Olsen has carved out a reputation for being one of the best nobles on the circuit. He serves as a regular on the 'Obligated to Excel' circuit, an interstellar motivational speaking circuit. He usually spends an hour on stage and then several more among the attendees, talking and carrying on. At least he really is friendly.						
							Subtitle(s) Extrovert Noble

INDEPENDENTS

Name	<i>Raynaldo Catagon</i>	STR 4	DEX 5	END 5	INT 9	EDU 10	SOC 11
Age	50	Career(s) <i>Nobility (Dilettante, 8 terms)</i>					
Skills	<i>Advocate 4, Carouse 2, Deception, Flyer, Leadership 3, Persuade 3, Streetwise</i>						
Equipment	<i>Commdot, Data Display/Recorder, Servitor</i>						
Character	<i>There are hundreds of people on dozens of worlds that call Raynaldo 'Uncle Ray'. Most of them have no idea he is actually a Prince from a well known world or that he has enough money to buy the planet they are on. All they know is that he comes around, chats amiably and helps people with advice that suggests the long, complicated life he has had.</i>						
							Subtitle(s) Kindly Advisor

ORDINARY PEOPLE

Name	<i>Carlos Dansa</i>	STR 6	DEX 5	END 6	INT 7	EDU 8	SOC 5
Age	30	Career(s) <i>Citizen (Worker, 3 terms)</i>					
Skills	<i>Admin, Drive, Streetwise 2, Trade (postal service) 2</i>						
Equipment	<i>Commdot, Uniform</i>						
Character	<i>Carlos is like billions of other people in the galaxy, a blue-collar worker at a simple job that is vital to the running of society. His sole claim to fame is that he managed to work his way to a management level so that instead of having to walk the mail to homes and businesses, he can tell other, younger workers to do it for him. For Carlos, that is a huge bonus.</i>						
							Subtitle(s) Postal Admin

Name	<i>Fay Sarah Sparrow</i>	STR 7	DEX 6	END 6	INT 8	EDU 6	SOC 6
Age	34	Career(s) <i>Citizen (Colonist, 4 terms)</i>					
Skills	<i>Animals, Jack of All Trades, Streetwise, Survival, Trade (terraforming) 2</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>The agency promised an adventure when Fay signed on to work for a colony crew on its way to the Rim. Despite all the hardships and frustrations along the way, she does not figure she can fault the agency for false advertising. Between dealing with wild beasts, camping in a pressurised tent and running from hostile aliens, it has definitely been an adventure.</i>						
							Subtitle(s) Reluctant Colonist

Name	<i>Gil Hardland</i>	STR 8	DEX 6	END 7	INT 6	EDU 5	SOC 5
Age	26	Career(s) <i>Citizen (Worker, 2 terms)</i>					
Skills	<i>Art (singing), Drive, Streetwise 2, Trade (hydroponics)</i>						
Equipment	<i>Commdot, Work Clothes</i>						
Character	<i>Gill is a farmer on a world with no vast oceans but few areas of fertile soil. His corporation has put down a large hydroponics farm and he works at it as a crop tender. Known by the others who work the farm as the one who is always singing, at least he actually has a nice voice and makes work more pleasant for all.</i>						
							Subtitle(s) Singing Farmer

Name	<i>Ivan Tolomesh</i>	STR 5	DEX 7	END 6	INT 6	EDU 6	SOC 4
Age	38	Career(s) <i>Citizen (Colonist, 5 terms)</i>					
Skills	<i>Jack of All Trades 2, Streetwise, Trade (manufacturing) 3</i>						
Equipment	<i>Comm (TL 10), Scanner</i>						
Character	<i>Ivan has been a colony jumper most of his life, going from one start-up to the next. Along the way, he has managed to develop quite an eclectic collection of minor skills to compliment his main training in the manufacturing industry. Every colony is different, something he loves, and there is no greater joy in Ivan's life than seeing a barren rock become a home.</i>						
							Subtitle(s) Colony Builder

INDEPENDENTS

Name	<i>Nathaniel Western</i>	STR 6	DEX 6	END 6	INT 5	EDU 6	SOC 6
Age	30 Career(s) <i>Citizen (Worker, 3 terms)</i>						
Skills	<i>Carouse, Drive, Melee (unarmed), Streetwise 2, Trade (polymers)</i>						
Equipment	<i>Comm (TL 8)</i>						
Character	<i>Nathaniel is an angry man on an angry world. He is tired of sharing his planet with resident aliens, tired of watching jobs get lost to the newcomers and tired of having his government roll over and let those 'outsiders' get away with murder. Nathaniel is not alone either. There are a number of people who feel the same. Something has to be done.</i>						
	Subtitle(s) Anti-Alien Protester						

Name	<i>Unther Collembine</i>	STR 6	DEX 8	END 5	INT 6	EDU 5	SOC 6
Age	42 Career(s) <i>Citizen (Colonist, 6 terms)</i>						
Skills	<i>Drive 2, Jack of All Trades 3, Streetwise, Survival, Trade (biochemicals) 2</i>						
Equipment	<i>Commdot, Computer (TL 10), Uniform</i>						
Character	<i>Unther works at a colony nicknamed the Hell Hole. The world is volcanically active and covered in dozens of craters so the name fits. The lava has unique isotopes suspended in the liquid rock, however. These are very valuable and so, he along with hundreds of others, do the dangerous job of magma mining and biochem refinement. Hot.</i>						
	Subtitle(s) Magma Miner						

POLICE

Name	<i>Ava Gannet</i>	STR 6	DEX 6	END 6	INT 7	EDU 6	SOC 8
Age	26 Career(s) <i>Agent (Law Enforcement, 2 terms)</i>						
Skills	<i>Admin, Advocate, Art (singing), Comms, Computers, Streetwise</i>						
Equipment	<i>Commdot, Computer (TL 10)</i>						
Character	<i>Ava is the voice that the city's police officers hear over their comms every single day. They really could not be happier about that, as she is always pleasant, friendly and has a sweet voice that everyone seems to like. In private, though most would never believe it, Ava is every bit as kind and sweet as she sounds. Hard to imagine her working for the cops.</i>						
	Subtitle(s) Lovely Dispatch						

Name	<i>Cramer Collins</i>	STR 6	DEX 7	END 7	INT 6	EDU 6	SOC 6
Age	30 Career(s) <i>Agent (Law Enforcement, 3 terms)</i>						
Skills	<i>Advocate, Computers, Gun Combat 2, Investigate, Recon, Streetwise</i>						
Equipment	<i>Autopistol, Commdot, Restraints</i>						
Character	<i>Cramer is following in his father's footsteps, literally. He is walking the same city beat his family has patrolled for four generations, keeping the peace like it was a tradition. He is a good cop, keeps clean and has never accepted a bribe. That makes him a rarity in the force and, though it would shatter his world to know it, a rarity in his family as well.</i>						
	Subtitle(s) Beat Cop						

Name	<i>Duuj Kiiri</i>	STR 5	DEX 7	END 7	INT 8	EDU 7	SOC 4
Age	34 Career(s) <i>Agent (Law Enforcement, 2 terms), Rogue (Enforcer, 2 terms)</i>						
Skills	<i>Advocate, Computers, Gun Combat 2, Investigate, Melee, Streetwise</i>						
Equipment	<i>Comm (TL 8), Snub Pistol</i>						
Character	<i>Duuj serves a vital if distasteful role on the force, acting as one of the criminals he used to bust in order to root out a particularly virulent new cartel. Though he suspects the organisation has contacts all the way up as high as local government, he has no idea just how high they actually go nor does he know how far he will have to go to try and stop them.</i>						
	Subtitle(s) Vice Squad						

INDEPENDENTS

Name	Nolo Surgeka	STR 5	DEX 6	END 5	INT 8	EDU 10	SOC 6
Age	30 Career(s) Agent (Law Enforcement, 2 terms), Scholar (Physician)						
Skills	Admin, Advocate, Computers, Investigate, Life Science (biology) 2, Medic 2						
Equipment	Commdot, Computer (TL 10), Forensics Tools						
Character	There are not many people in his department that could do what Nolo does all day. As the force's only forensic specialist he has to go through all the physical evidence collected on scene, including corpses. Autopsies are no big deal for him but every time he has an observer, he always seems to wind up having to clean up the exam room afterwards. Subtitle(s) Forensics Analyst						

Name	Portland Vash	STR 7	DEX 8	END 8	INT 6	EDU 6	SOC 6
Age	30 Career(s) Agent (Law Enforcement, 3 terms)						
Skills	Advocate, Gun Combat 2, Melee (bludgeon), Melee (unarmed), Streetwise						
Equipment	Assault Rifle, Autopistol, Commdot, Flak Jacket						
Character	Portland has been riot squad for a while now and considers it a step up from vice. That is not so much a comment about riot duty as it is a condemnation about his old vice department. He enjoys the action and the adrenaline of facing down a line of angry rioters. Not particularly violent by nature, he can certainly throw down some hurt when he has to do so. Subtitle(s) Riot Squadder						

Name	Quist Cartright	STR 6	DEX 6	END 5	INT 9	EDU 7	SOC 7
Age	50 Career(s) Agent (Law Enforcement, 6 terms), Citizen (Corporate, 2 terms)						
Skills	Admin 2, Advocate, Comms, Computers, Diplomacy 2, Leadership, Streetwise 2						
Equipment	Comm (TL 10), Hand Computer						
Character	Quist does not do much any more but there was a time when he was an active police detective, stopping crimes and busting heads better than anyone else. Now he has a desk and a small potted plant that was a gift from the last commissioner. He never expected his life to be glorious but he had hoped there might be more to it than this in the end. Subtitle(s) Police Commissioner						

QUESTERS

Name	Astin John Corwald	STR 6	DEX 6	END 7	INT 8	EDU 9	SOC 9
Age	30 Career(s) Scholar (Field Researcher, 3 terms)						
Skills	Comms, Investigate 2, Life Science (archaeology) 2, Life Science (history), Survival						
Equipment	Data Display/Recorder, Snub Pistol, Tool Kit, Transceiver						
Character	Astin has never been able to forget the night his father took him to his first Ancients dig site and let him watch as they opened what they suspected was a tomb. Though only dust remained inside, a disembodied voice called to him, urging him to keep searching. Since that night he has been a driven man. He will not rest until he finds whatever spoke to him. Subtitle(s) Archaeologist						

Name	Barkan Karre	STR 5	DEX 6	END 5	INT 9	EDU 9	SOC 6
Age	38 Career(s) Scholar (Field Researcher, 3 terms)						
Skills	Admin, Investigate 2, Life Science (biology) 2, Medic 3, Physical Science (chemistry) 2						
Equipment	Commdot, Hand Computer						
Character	Barkan is the lead researcher for a medical and pharmaceutical company, the man in charge of locating a cure to one of the most virulent plagues his sector has ever seen. It is literally a matter of time before the highly contagious infection spreads, making his research one with a true time limit attached. He knows his work is a matter of life and death. Subtitle(s) Race for the Cure						

INDEPENDENTS

Name	<i>Christin Ollwyn</i>	STR 5	DEX 8	END 7	INT 7	EDU 6	SOC 8
Age	26	Career(s) <i>Entertainer (Performer, 2 terms)</i>					
Skills	<i>Advocate, Art (instrument) 2, Art (singing), Carouse, Persuade</i>						
Equipment	<i>Commdot, Hand Computer, Instrument</i>						
Character	<i>Christin was roused from a drugged stupor after a show one night with the last line of a new song in his head. He can remember it with crystal clarity but the rest is a fuzzy, nebulous blank. Now he spends all of his free time trying to remember that song or recreate it somehow. He has written several chart toppers since then but 'the' song eludes him.</i>						
							Subtitle(s) The Perfect Song

Name	<i>'Eleven'</i>	STR 8	DEX 8	END 9	INT 7	EDU 7	SOC 10
Age	22	Career(s) <i>Scout (Exploration)</i>					
Skills	<i>Astrogation, Comms, Gun Combat, Melee, Pilot 2, Stealth</i>						
Equipment	<i>Cloth Armour (5), Laser Pistol, Scout Ship</i>						
Character	<i>The last member of a secret order of questing knights, Eleven has finally received word that his father, Ten, has perished somewhere out in deep space. The quest is his to take up now and so quest he will even though he was supposed to have years left to train. Eleven is en route to his his father's last known coordinates, ready to begin from there.</i>						
							Subtitle(s) Last of His Kind

Name	<i>Major Tayertghy</i>	STR 6	DEX 7	END 7	INT 6	EDU 5	SOC 7
Age	38	Career(s) <i>Marines (Ground Assault, 5 terms)</i>					
Skills	<i>Admin, Battle Dress, Gun Combat 3, Heavy Weapons (RAM) 2, Recon 2, Stealth</i>						
Equipment	<i>Battle Dress, Laser Rifle, Neural Comm, RAM</i>						
Character	<i>Major Tayertghy was the only one on staff when the scrambled comm came in. A barely audible mess of a transmission, it marked the last communication from a unit of ambushed soldiers on the edge of the sector. Command has written them off as lost but Tayertghy just cannot do that. If those in charge will not rescue those men, then he will do it himself.</i>						
							Subtitle(s) No Man Left Behind

Name	<i>Phillip Booker</i>	STR 5	DEX 5	END 6	INT 6	EDU 8	SOC 10
Age	42	Career(s) <i>Noble (Administrator, 6 terms)</i>					
Skills	<i>Admin 3, Advocate 2, Broker 2, Leadership, Persuade 3</i>						
Equipment	<i>Commdot, Warehouse of Collectibles, Worker contact</i>						
Character	<i>Phillip is a member of a government with a passion for collecting small treasures from the distant past. He specifically likes figurines and adores getting a new one even if it is in poor shape or nearly ruined. He has a contact that cleans and repairs them for him, allowing him to have a vast collection of mint condition items from throughout history.</i>						
							Subtitle(s) Avid Collector

RESCUE AND EMERGENCY

Name	<i>Brandon Feels</i>	STR 6	DEX 7	END 6	INT 8	EDU 8	SOC 7
Age	26	Career(s) <i>Scholar (Field Researcher, 2 terms)</i>					
Skills	<i>Computers, Drive, Investigate, Medic 2, Sensors</i>						
Equipment	<i>Comm (TL 10), Ground Car (ambulance), Medikit</i>						
Character	<i>The galactic average is five minutes. That is how long the most badly injured person has after an accident before emergency care can no longer help them. Brandon considers that his mantra and even has a stop clock installed in his ambulance. When he starts on a job, he hits the clock and the declining red seconds are all the inspiration he needs to drive faster.</i>						
							Subtitle(s) Emergency Medic

INDEPENDENTS

Name	<i>Dalton Mitchell</i>	STR 7	DEX 7	END 8	INT 6	EDU 6	SOC 6
Age	30 Career(s) <i>Citizen (Worker, 3 terms)</i>						
Skills	<i>Athletics, Drive, Melee (axe), Sensors, Trade (fire fighting) 2, Vacc Suit</i>						
Equipment	<i>Extinguisher, Fire Axe, Hostile Environment Vacc Suit with Comm</i>						
Character	<i>Dalton Mitchell hates fire. Orphaned because of an arson disaster that devastated most of his colony, he serves on the fire brigade out of a need to somehow overcome the thing that destroyed his childhood and took his parents from him. The look on a parent's face when he rescues their baby or a child's when he saves them brings him one step closer to victory.</i> Subtitle(s) Fire-fighter						

Name	<i>Ferris Tollway</i>	STR 5	DEX 6	END 6	INT 6	EDU 7	SOC 8
Age	26 Career(s) <i>Citizen (Worker, 2 terms)</i>						
Skills	<i>Comms, Drive, Engineer (Power) 2, Mechanics, Trade (utility worker)</i>						
Equipment	<i>Comm (TL 10), Tool Kit, Uniform</i>						
Character	<i>One of the first things to fail in any emergency or ill weather is the power grid, something that can make it even harder for rescue teams to do their jobs. Ferris serves on the crisis team for his local utility company. His job is to get the grid up and running again no matter what it takes and as fast as humanly possible. He takes that responsibility very seriously.</i> Subtitle(s) Utility Worker						

Name	<i>Miranda Ann Spiral</i>	STR 5	DEX 6	END 6	INT 6	EDU 6	SOC 11
Age	30 Career(s) <i>Nobility (Dilettante, 3 terms)</i>						
Skills	<i>Advocate 2, Broker, Diplomacy 2, Flyer 2, Leadership, Streetwise</i>						
Equipment	<i>Air/Raft, Commdot, Relief Supplies, Work Clothes</i>						
Character	<i>Miranda was on vacation on a skiing resort world when disaster struck and no one was prepared. Seeing so many frightened, injured people galvanised the flighty princess into someone with focus and drive. After getting herself and all of them out to safety, she formed a relief network with several other nobles, creating a group that has saved millions so far.</i> Subtitle(s) Disaster Relief						

Name	<i>Nicky Sticks</i>	STR 5	DEX 5	END 6	INT 7	EDU 8	SOC 8
Age	34 Career(s) <i>Entertainer (Journalist, 4 terms)</i>						
Skills	<i>Advocate, Diplomacy, Investigate, Leadership, Persuade 2, Streetwise</i>						
Equipment	<i>Commdot</i>						
Character	<i>When the tide is high or a storm is about to hit, the people of Nicky's nation know they can count on him for a calming voice and attention to detail. He has had the job of emergency services broadcaster for 10 years and everyone is accustomed to listening to him tell them what to do during a disaster. He has friends urging him into politics. He might do it.</i> Subtitle(s) Public Broadcaster						

Name	<i>Sombren Alehart</i>	STR 5	DEX 5	END 5	INT 7	EDU 8	SOC 9
Age	38 Career(s) <i>Nobility (Administrator, 5 terms)</i>						
Skills	<i>Admin 2, Advocate, Broker, Carouse 3, Leadership</i>						
Equipment	<i>Commdot, Expensive Clothes</i>						
Character	<i>Sombren has been promoted up through the administrative ranks to his level of true incompetence. Now the director of emergency services for his world, he has no idea what to do if a disaster actually occurred. His last job was as a security advisor for an equestrian club, hardly a qualifying role. He is a prime example of the ills of nepotism.</i> Subtitle(s) Emergency Director						

SCOUTS AND SURVEYORS

Name	<i>Ballast Connors</i>	STR 6	DEX 6	END 6	INT 7	EDU 8	SOC 6
Age	30 Career(s) Scout (Explorer, 3 terms)						
Skills	<i>Astrogation, Comms, Pilot (spacecraft), Recon, Sensors 2</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>Ballast explores because he was called to the stars at a very young age. It is in his blood and when he is planetside all he can think about is getting back into the black so he can find the next world and move on again. Once he scouts a planet he loses all interest in it. For Ballast, life is all about discovery. Known things are boring things.</i>						
	Subtitle(s) Next Horizon						

Name	<i>Daniel Pocal</i>	STR 7	DEX 6	END 7	INT 7	EDU 6	SOC 8
Age	26 Career(s) Scout (Surveyor, 2 terms)						
Skills	<i>Comms, Persuade, Pilot (spacecraft) 2, Sensors</i>						
Equipment	<i>Commdot</i>						
Character	<i>Daniel is a man with a mission. Long ago his father died, leaving him an inheritance with a strange stipulation. He had to use the bulk of it to build a home and it could not be in the same sector of space as his family house. Since then he has been scouting for a new world to do just that, to put down roots and start a legacy of his own. Dad would be proud.</i>						
	Subtitle(s) Looking for Home						

Name	<i>Gerard Roland</i>	STR 6	DEX 5	END 7	INT 8	EDU 6	SOC 6
Age	22 Career(s) Scout (Explorer)						
Skills	<i>Comms, Gun Combat, Mechanic, Recon, Sensors</i>						
Equipment	<i>Autopistol, Comm (TL 10), Hand Computer</i>						
Character	<i>When Gerard met with his buyers to sell the latest survey results, he never expected to find them dead and police on their way. Not wanting to get arrested for murders he did not commit or espionage he did, he grabbed a berth on the first scout ship going out and has been crew jumping ever since. Life on the run is hard but it suits him.</i>						
	Subtitle(s) On The Run						

Name	<i>Jaqueline Starforge</i>	STR 5	DEX 8	END 6	INT 6	EDU 8	SOC 5
Age	34 Career(s) Scout (Explorer, 3 terms)						
Skills	<i>Astrogation, Comms, Gun Combat 2, Navigation, Pilot (spacecraft) 2, Sensors</i>						
Equipment	<i>Commdot, Hand Computer, Snub Pistol</i>						
Character	<i>No one on the crew that purchased the Nova Rose had any idea the ship came with a bonus, a woman living in the hold in a huge crate turned into a mobile apartment. She seems content to serve and moreover is remarkably competent. She never asks for pay and works as hard as any of them so the captain lets her stay. So far it has worked out well.</i>						
	Subtitle(s) Came With The Ship						

Name	<i>Otto Wake</i>	STR 6	DEX 6	END 6	INT 9	EDU 9	SOC 7
Age	38 Career(s) Scout (Explorer, 5 terms)						
Skills	<i>Astrogation, Comms, Languages 2, Pilot (spacecraft), Social Science (linguistics)</i>						
Equipment	<i>Comm (TL 10), Computer (TL 11)</i>						
Character	<i>Otto has a fascination for alien languages that borders on an obsession. He studies them all the time, even going so far as to write new phrases and pictograms on his hands and arms in ink so that he can puzzle over them when he is not at his computer. The rest of his crew consider him a little odd but he seems harmless. At least he works when he has to.</i>						
	Subtitle(s) Alien Interpreter						

INDEPENDENTS

Name	<i>Vincent Coster</i>	STR 5	DEX 8	END 6	INT 8	EDU 7	SOC 10
Age	30 Career(s) <i>Scout (Explorer, 2 terms), Nobility (Dilettante)</i>						
Skills	<i>Astrogation, Carouse, Comms, Gamble, Gun Combat, Pilot (spacecraft), Recon</i>						
Equipment	<i>Commdot, Hand Computer, Stunner</i>						
Character	<i>To Vincent, everything in the galaxy is a lark. He gambles, drinks, fights and explores all because he feels like it at the time. With no ship or crew of his own, he depends on his family's money to buy him passage with others. He does have a decent amount of skill and can serve well when he wishes to do so. It is getting him to wish to that is the trick.</i>						
	Subtitle(s) Voyaging Noble						

TRADERS

Name	<i>Connell March</i>	STR 6	DEX 5	END 6	INT 8	EDU 6	SOC 8
Age	30 Career(s) <i>Merchant (Free Trader, 3 terms)</i>						
Skills	<i>Broker 2, Comms, Engineering (Life Support), Mechanic, Pilot, Sensors</i>						
Equipment	<i>Computer (TL 10), Tool Kit</i>						
Character	<i>Connell is the whole package, a merchant that can both sell parts for life support devices and install them for a modest fee. He tends to sit in space along major lanes and listens for distress calls, rightly assuming that people will pay a lot more for life support parts they need immediately than they might when they are safe at a starport.</i>						
	Subtitle(s) Breath of Life						

Name	<i>Liirnah Suu</i>	STR 5	DEX 7	END 6	INT 6	EDU 7	SOC 7
Age	38 Career(s) <i>Merchant (Free Trader, 5 terms)</i>						
Skills	<i>Admin, Broker 3, Persuade, Steward 2, Trade (gourmet cuisine)</i>						
Equipment	<i>Comm (TL 10)</i>						
Character	<i>Liirnah is an excellent chef but, knowing there is little money in that craft without the right contacts, she only uses her skill to make samples for her customers. Being at a sales presentation with Liirnah Suu is like sitting down to an amazing five course meal with a sales pitch at the end. As good as her dishes are, she almost always makes the sale.</i>						
	Subtitle(s) Consumables Queen						

Name	<i>Matthew Rhine</i>	STR 6	DEX 7	END 8	INT 6	EDU 9	SOC 6
Age	34 Career(s) <i>Merchant (Free Trader, 5 terms)</i>						
Skills	<i>Admin, Broker, Gun Combat, Persuade 2</i>						
Equipment	<i>Commdot, Computer (TL 10), Military Ally</i>						
Character	<i>Having a friend in the military in need of getting rid of stockpiles of nearly out-of-date weapons is a huge plus for Matthew as he has the resources to get rid of them on the open market and turn a strong profit doing so. Unlike many arms dealers he is perfectly legitimate and even though his source might be 'stealing' the stock he sells, he is legally blameless.</i>						
	Subtitle(s) Lord of War						

Name	<i>Ogleston Tazewell</i>	STR 6	DEX 6	END 5	INT 7	EDU 7	SOC 6
Age	26 Career(s) <i>Merchant (Broker, 2 terms)</i>						
Skills	<i>Advocate, Broker 2, Deception, Remote Operation, Streetwise</i>						
Equipment	<i>Comm (TL 8), Computer (TL 9), Servitor</i>						
Character	<i>Ogleston is a fan of retrograde tech and purposefully uses items that are far inferior to the robots and automated systems he sells. He just prefers the simpler functions of his basic personal machines. He also knows that by doing so openly, it makes his stock look all the more advanced. In the world of sales, appearance is everything.</i>						
	Subtitle(s) Robot Seller						

INDEPENDENTS

Name	<i>Rickard Blake</i>	STR 6	DEX 6	END 8	INT 6	EDU 5	SOC 8
Age	26 Career(s) <i>Merchant (Merchant Marine, 2 terms)</i>						
Skills	<i>Broker, Comms, Mechanic, Sensors, Trade, Vacc Suit</i>						
Equipment	<i>Computer (TL 10), Tool Kit, Vacc Suit</i>						
Character	<i>Rickard thought he would be in for a trip of a lifetime when his parents signed him on as an apprentice to a starfaring group of merchants. The adventure part ended right after they left orbit and his duties were explained to him. Now he mops floors, does routine maintenance and handles all the jobs no one else wants. No wonder they were all glad to see him.</i>						
	Subtitle(s) New to the Game						

Name	<i>Torr Grisdell</i>	STR 5	DEX 5	END 7	INT 8	EDU 7	SOC 6
Age	30 Career(s) <i>Merchant (Free Trader, 3 terms)</i>						
Skills	<i>Broker, Gun Combat, Persuade 2, Pilot, Trade (crystal mining)</i>						
Equipment	<i>Commdot, Computer (TL 10)</i>						
Character	<i>Torr comes from a world rich in minerals, so rich in fact that some of the galaxy's most prized precious and semi-precious gems are almost commonplace. That is why he was so amazed to see the prices of some of the things he thought of as rocks. The secret to his business success is that he is one of the only traders from his world to leave it, helping his sales.</i>						
	Subtitle(s) The Crystal Man						

UBIQUITOUS

Name	<i>Dane Brandsom</i>	STR 5	DEX 6	END 6	INT 6	EDU 6	SOC 5
Age	30 Career(s) <i>Citizen (Worker, 3 terms)</i>						
Skills	<i>Admin, Drive, Steward 2, Trade (food preparation) 2</i>						
Equipment	<i>Commdot, Work Clothes</i>						
Character	<i>Dane works in a one man food kiosk in the mall strip alongside a major starport. He is fairly good at his job, selling and preparing simple meals for travellers and the staffers of other kiosks in the area. The food is fairly standard fare, all relatively nourishing and comes on the cheap. He may never get rich doing this but it is steady if tedious work.</i>						
	Subtitle(s) Meal Vendor						

Name	<i>Elle Denise Hahn</i>	STR 6	DEX 6	END 7	INT 6	EDU 5	SOC 8
Age	34 Career(s) <i>Nobility (Administrator, 4 terms)</i>						
Skills	<i>Admin 2, Advocate, Broker, Carouse, Leadership, Persuade</i>						
Equipment	<i>Commdot, Nice Clothes</i>						
Character	<i>By birth and training, Elle was 'awarded' the management of an outpost. It was not until she got here that she realised she had been suckered into happily accepting one of the most boring jobs an administrator can perform. She handles personnel and management for a self-sustaining colony. No one ever sees her. No one ever hears her. She is a ghost.</i>						
	Subtitle(s) Invisible Bureaucrat						

Name	<i>George Wisk</i>	STR 5	DEX 6	END 6	INT 7	EDU 6	SOC 8
Age	30 Career(s) <i>Citizen (Worker, 3 terms)</i>						
Skills	<i>Advocate, Drive, Steward, Trade (laundry service) 2, Trade (tailor)</i>						
Equipment	<i>Comm (TL 8), Equipment</i>						
Character	<i>George keeps digital fliers wherever travellers and businessmen are likely to gather, even being allowed to put one in the rooms of several local hotels. He cleans garments, even armour, and he repairs any kind of cloth. His equipment will not let him mend armour plate or automated battle dress but if business stays good he may branch into that soon.</i>						
	Subtitle(s) Cleaner/Tailor						

INDEPENDENTS

Name	<i>Jamester Gillistrue</i>	STR 5	DEX 5	END 6	INT 5	EDU 6	SOC 6
Age	38 Career(s) <i>Entertainer (Journalist, 3 terms), Citizen (Worker, 2 terms)</i>						
Skills	<i>Advocate, Art (acting), Carouse, Diplomacy, Persuade 2, Trade (mixologist) 2</i>						
Equipment	<i>Commdot, Work Clothes</i>						
Character	<i>Jamester was a minor actor when a bit part landed him a little fame and led him to his current career. He did enough research for the part of a bartender that he found he liked it. When a few years passed and no one remembered him any more, he took the last of his credits, opened a bar and has made a fairly decent living ever since.</i>						
	Subtitle(s) Bartender						

Name	<i>Suulik Siidurk</i>	STR 8	DEX 6	END 6	INT 6	EDU 5	SOC 5
Age	30 Career(s) <i>Entertainer (Journalist, 3 terms)</i>						
Skills	<i>Advocate, Art (writing), Comms, Computer, Diplomacy, Persuade</i>						
Equipment	<i>Commdot</i>						
Character	<i>Suulik is one of those faces everyone sees when they move through high tech cities as he is the one who reads stories of the day's events on screens and holo-billboards. He has a nice but not remarkable voice, a pleasant if not handsome face and he speaks in a tone that allows people to either pay attention or tune him out completely. Most do the latter.</i>						
	Subtitle(s) News of the Hour						

Name	<i>Timmilin Estes-Kor</i>	STR 6	DEX 5	END 6	INT 5	EDU 6	SOC 6
Age	26 Career(s) <i>Citizen (Worker, 2 terms)</i>						
Skills	<i>Drive, Mechanic, Trade (waste management) 2</i>						
Equipment	<i>Breather Mask, Uniform</i>						
Character	<i>Timmilin is one of many, a member of the legion of waste workers that exist on every inhabited planet in the galaxy. He does his job, goes home, showers vigorously and repeats that cycle every single day. Without him and the many like him, cities would pile up in refuse and waste in a matter of days. No one notices him but they would if he were gone.</i>						
	Subtitle(s) Waste Disposal						

VILLAINS

Name	<i>Alden Vorzek</i>	STR 7	DEX 8	END 8	INT 6	EDU 8	SOC 6
Age	38 Career(s) <i>Marine (Ground Assault, 5 terms)</i>						
Skills	<i>Battle Dress, Gun Combat 3, Heavy Weapons 2, Leadership, Stealth, Tactics</i>						
Equipment	<i>ACR, Battle Dress, Neural Comm, Rocket Launcher</i>						
Character	<i>Alden Vorzek went into the green of a jungle world with his platoon and never came back out. Assumed lost with the rest of them, Alden became the leader of the rebels he was sent to cut down. Now, a couple of years later, he is ready to show the world just what these soldiers can do now they have a trained soldier to lead them to glory!</i>						
	Subtitle(s) Would-be Warlord						

Name	<i>Bolcamp Heel</i>	STR 8	DEX 7	END 8	INT 6	EDU 5	SOC 5
Age	26 Career(s) <i>Marine (Ground Assault, 2 terms)</i>						
Skills	<i>Athletics, Gun Combat 2, Heavy Weapons, Melee (Blade)</i>						
Equipment	<i>Assault Rifle, Comm (TL 8), Flak Jacket, 2 Grenades</i>						
Character	<i>One of many rebel soldiers under 'General' Vorzek's command, Bolcamp is indicative of the kind of soldier he can field. Bolcamp is completely indoctrinated, believing that Vorzek was sent by Heaven to lead them to victory over the government that oppressed them in the name of the foul Imperium. He is willing to fight and, if he must, die for his leader.</i>						
	Subtitle(s) Loyal Foot Soldier						

INDEPENDENTS

Name	<i>Denviss Careele</i>	STR 5	DEX 6	END 6	INT 7	EDU 7	SOC 8
Age	<i>Career(s) Merchant (Free Trader, 3 terms)</i>						
Skills	<i>Broker, Gun Combat, Persuade 2, Pilot 2</i>						
Equipment	<i>Commdot, Computer (TL 10)</i>						
Character	<i>Denviss is a lazy merchant. He only likes to work when he absolutely has to and often goes weeks or months between buying and then selling goods. The trouble with that is Denviss is a rations and water broker. Keeping just enough fresh items on board to sucker customers, he foists bad goods and then leaves, potentially poisoning or starving his clients.</i>						
	Subtitle(s) Spoiled Seller						

Name	<i>Kandle Hollybough</i>	STR 5	DEX 7	END 6	INT 8	EDU 8	SOC 10
Age	<i>34 Career(s) Noble (Dilettante, 4 terms)</i>						
Skills	<i>Advocate 2, Art (acting), Deception 3, Persuade 2, Social Science (theology)</i>						
Equipment	<i>Commdot, Holy Texts</i>						
Character	<i>Kandle is the founder of the 'Kandle of Hope' ministries, a holy order dedicated to the worship of Self as God. As outlandish as some of her beliefs seem to be, it would be easy to dismiss her as a crackpot but there is a darker side to her organisation. They take people in, strip them of goods and brainwash them into fanatically loyal members of Hope.</i>						
	Subtitle(s) Cult Leader						

Name	<i>Miklos Ganchez</i>	STR 6	DEX 6	END 7	INT 5	EDU 6	SOC 8
Age	<i>22 Career(s) Noble (Dilettante)</i>						
Skills	<i>Carouse, Explosives, Flyer, Persuade</i>						
Equipment	<i>Autopistol, Bomb Harness, Uniform</i>						
Character	<i>Miklos is the ugly face of the Kandle of Hope, a mental slave of Kandle's with no will to live past her wishes and total faith that dying in her name will bring him to Apotheosis, the bright state of becoming a god in his own, personal Heaven. To that end he, like many others, is willing to kill and be killed, even blowing himself up to take out anyone she wants dead.</i>						
	Subtitle(s) Dire Cultist						

Name	<i>Yavin Breekeley</i>	STR 5	DEX 5	END 4	INT 7	EDU 7	SOC 8
Age	<i>42 Career(s) Citizen (Corporate, 6 terms)</i>						
Skills	<i>Admin 2, Advocate, Broker 3, Deception, Leadership 2</i>						
Equipment	<i>Comm (TL 10), Corporate Rival</i>						
Character	<i>On every world with megacorporations, there is usually one man in the shadows pulling the strings. On his world, that would be Yavin. Cold-blooded and as ruthless as they come, Yavin is a man without morals driven only by the accumulation of more. More money, more power, more is all he ever wants. Anyone in his way rarely stays there for very long.</i>						
	Subtitle(s) Shadow Puppeteer						

WORKERS

Name	<i>Aynes Richardson</i>	STR 6	DEX 5	END 6	INT 7	EDU 6	SOC 5
Age	<i>30 Career(s) Citizen (Worker, 3 terms)</i>						
Skills	<i>Animals, Drive, Mechanic, Trade (biologicals) 2</i>						
Equipment	<i>Commdot, Supplies, Uniform</i>						
Character	<i>The field of biologicals engineering and production is a fascinating one. Scientists use created and augmented genetic codes to clone creatures for tasks ranging from riding beasts to test subjects and guard animals. Aynes, however, has nowhere near that interesting a job. His part in that exciting field is mostly administrative.</i>						
	Subtitle(s) Bio-Maintenance						

INDEPENDENTS

Name	Barry Weenly	STR 5	DEX 6	END 6	INT 7	EDU 7	SOC 6
Age	38	Career(s) Citizen (Worker, 5 terms)					
Skills	Admin 2, Drive, Engineer (civil) 2, Mechanic, Trade (civil engineering) 3						
Equipment	Hand Computer, Work Clothes						
Character	Cities do not design themselves and a metropolis requires a staggeringly complex amount of planning and forethought. Barry is a civil engineer, one of the people that contribute to that sort of massive effort. He designs buildings and then hires on with the work crews to help construct them. He is often the first one on site and the last man to leave at night.						
		Subtitle(s) Dedicated Builder					

Name	Cad Mignola	STR 5	DEX 7	END 5	INT 8	EDU 5	SOC 6
Age	30	Career(s) Citizen (Worker, 3 terms)					
Skills	Mechanic, Trade (space construction), Vacc Suit, Zero-G						
Equipment	CommDOT, Tool Kit, Vacc Suit						
Character	Actually quite bright, Cad just never applied himself. He could have been a skilled architect given his intellect and talent for design but he could not be bothered to study and missed his chance at university. Instead he was given a job with his mother's firm and now he works in orbit, building and repairing satellites, docks and space stations.						
		Subtitle(s) Missed Potential					

Name	Lawrence Desk	STR 6	DEX 6	END 8	INT 7	EDU 6	SOC 6
Age	22	Career(s) Citizen (Worker, 2 terms)					
Skills	Computer, Engineer (electronic), Trade (machinist)						
Equipment	Date Display/Recorder, Hand Computer						
Character	Before machine parts are parts, they are base materials waiting to be shaped. Lawrence does that, using standard cut-and-die equipment and laser routers to turn metals and plastics into new pieces of a million different things. Some of the parts he shapes may go on to fit into billion credit devices but it all starts with base components and a steady hand.						
		Subtitle(s) Careful Machinist					

Name	Naomai Centchusen	STR 5	DEX 6	END 7	INT 8	EDU 6	SOC 6
Age	34	Career(s) Citizen (Worker, 4 terms)					
Skills	Admin, Drive, Engineering (chemical), Trade (polymers) 3						
Equipment	CommDOT, Computer (TL 10)						
Character	While Naomai has the ability to design and create augment polymers, she lacked the grades to get a certification saying so. That left her with no future in the industry except production line, a gruelling job that at least offers a chance at management and perhaps a back door onto the design team some day. It has been years, however, and no such luck.						
		Subtitle(s) Hopeful Chemist					

Name	Ukiila Emliir	STR 6	DEX 7	END 6	INT 6	EDU 6	SOC 5
Age	26	Career(s) Citizen (Worker, 2 terms)					
Skills	Explosives, Mechanic, Streetwise, Trade (munitions) 2						
Equipment	Comm (TL 10), Tool Kit						
Character	Ukiila has what her friends like to call a real 'bang up' job; she builds bombs. More specifically she is in munitions, a factory job that puts together everything from personal weapon ammunition to the kind of powerful explosives that can crack the mantle of a planet. Though she used to worry that her job was unsafe. Now she just enjoys the pay cheques.						
		Subtitle(s) Explosives Tech					

XENOS

Name	Archie Cote	STR 6	DEX 7	END 7	INT 5	EDU 5	SOC 5
Age	22	Career(s) <i>Army (Infantry)</i>					
Skills	<i>Athletics, Drive, Gun Combat, Recon, Stealth</i>						
Equipment	<i>Autopistol, Flak Jacket, Propaganda</i>						
Character	<i>Archie has fallen in with a bad group, the Sons of Humanitii, a viciously anti-alien faction with the core belief of human dominance over the galaxy. Other races are 'mongrels' with the Vargr pointed to as a specific and obvious example. Archie has already taken part in a hate crime organised by the Sons. Now there is no turning back from his hate.</i>						
	Subtitle(s) Xenophobic						

Name	Dallas Sanders	STR 5	DEX 7	END 8	INT 6	EDU 7	SOC 9
Age	26	Career(s) <i>Nobility (Dilettante, 2 terms)</i>					
Skills	<i>Advocate, Carouse 2, Flyer, Gambler, Language, Streetwise</i>						
Equipment	<i>Commdot, Nice Clothes</i>						
Character	<i>Dallas loves aliens. He really loves aliens, the more exotic the better. He even frequents a club in his home city that caters to people with his kind of rarefied tastes, providing alien life forms for his amusement at exorbitant rates. The club keeps a medical staff and security on hand and many of the entertainers are slaves. Even if Dallas knew, he would not care.</i>						
	Subtitle(s) Xenophilic						

Name	Emerson Rutledge	STR 5	DEX 6	END 6	INT 8	EDU 9	SOC 8
Age	34	Career(s) <i>Scholar (Physician, 4 terms)</i>					
Skills	<i>Admin, Computers, Investigate, Medic 2, Space Science (xenology) 3</i>						
Equipment	<i>Computer (TL 10), Data Display/Recorder</i>						
Character	<i>Growing up in a family of doctors gave Emerson very little chance to be unique. When he was accepted into medical school it came as no surprise to anyone. What was a shock was the field of study he chose once he got there. Emerson is the first xenobiologist in his family and a luminary in his field because of his blend of forensic science and solid medicine.</i>						
	Subtitle(s) Xenobiologist						

Name	Prince Tahley	STR 6	DEX 5	END 5	INT 7	EDU 8	SOC 7
Age	42	Career(s) <i>Scholar (Scientist, 6 terms)</i>					
Skills	<i>Advocate, Computers, Diplomacy 2, Life Science (sophontology) 2, Medic</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>As a psychologist, Prince was fairly miserable. He had a very hard time relating to his patients and they really felt no connection to him. Then he was brought a young Aslan warrior in local custody because the authorities needed a psychological profile. From that moment on, Prince Tahley has been an extremely successful xenopsychologist.</i>						
	Subtitle(s) Xenopsychologist						

Name	Rae Starvashan	STR 5	DEX 6	END 5	INT 8	EDU 9	SOC 6
Age	42	Career(s) <i>Scholar (Field Researcher, 6 terms)</i>					
Skills	<i>Admin, Computers, Engineer (electronic) 2, Investigate 3, Mechanic</i>						
Equipment	<i>Data Display/Recorder, Hand Computer, Tool Kit</i>						
Character	<i>From the very first alien artefact Rae picked up, she knew her career in life. Rae is a xenotechnologist, a pioneer in the field of studying and deciphering devices from other races and cultures. She has been to dozens of worlds and even worked at Ancient dig sites. The stranger and more inexplicable a machine is, the happier she is to play with it.</i>						
	Subtitle(s) Xenotechnologist						

INDEPENDENTS

Name	<i>Simon Nigel Kinney</i>	STR 4	DEX 6	END 5	INT 6	EDU 7	SOC 6
Age	46	Career(s) <i>Citizen (Corporate, 7 terms)</i>					
Skills	<i>Admin 2, Advocate 2, Broker, Computers, Diplomat 3, Leadership</i>						
Equipment	<i>Comm (TL 8), Computer (TL 9)</i>						
Character	<i>The much-overworked manager of Department X, Simon is the petty bureaucrat in charge of the alien ward on his homeworld. In charge of the disposition of roughly 20,000,000 aliens at any given time, Simon has a skeleton crew staff to help him, works very late nights and drinks an insane amount of stimulant tea just to make it through his paperwork.</i>						
							Subtitle(s) Xenocrat

YEOMEN

Name	<i>Albam Landfree</i>	STR 7	DEX 5	END 6	INT 6	EDU 5	SOC 6
Age	42	Career(s) <i>Citizen (Worker, 6 terms)</i>					
Skills	<i>Animals, Drive, Mechanic 2, Trade (agriculture) 4</i>						
Equipment	<i>Ground Car (tractor/combine), Work Clothes</i>						
Character	<i>Albam is a proud yeoman, a first generation beneficiary of a program of cultural development of 'primitive' worlds. While his planet is still feudal and he still pays taxes out of his farm's profits, he is the first of his line to actually be able to own his land and make a profit off his goods. He could not be happier for what this means for his family.</i>						
							Subtitle(s) Happy Yeoman

Name	<i>Dessa Landfree</i>	STR 5	DEX 6	END 6	INT 7	EDU 5	SOC 6
Age	38	Career(s) <i>Citizen (Worker, 5 terms)</i>					
Skills	<i>Animals, Drive, Mechanic, Steward, Trade (seamstress) 2</i>						
Equipment	<i>Sewing Kit</i>						
Character	<i>Ever the faithful wife and a decent seamstress in her own respect, Dessa has also found joy in the new yeomanry laws of the land. The local community can hold craft fairs for profit now and her clothes have fetched a decent price, a few pieces even selling to nobles amused by 'rustic' fashion. Her children and her husband are happy. That makes her happy.</i>						
							Subtitle(s) Farmer's Wife

Name	<i>Forkan Landfree</i>	STR 6	DEX 6	END 8	INT 6	EDU 8	SOC 6
Age	22	Career(s) <i>Citizen (Worker)</i>					
Skills	<i>Animals, Drive, Mechanic, Trade (agriculture)</i>						
Equipment	<i>Ground Car (tractor/combine), Work Clothes</i>						
Character	<i>His father's son in every way, Forkan has kept up with his dad in chores and duties for as long as he has been able to walk. The only time his father is tending the farm without him is during the hours when his parents insist on him taking advantage of the new education system in town. He knows how to read and write now, something his father only dreamed of.</i>						
							Subtitle(s) Loyal Son

Name	<i>Gilly Mai Landfree</i>	STR 5	DEX 6	END 7	INT 8	EDU 7	SOC 6
Age	22	Career(s) <i>Entertainer (Artist)</i>					
Skills	<i>Advocate, Art (painting), Persuade, Trade (art sales)</i>						
Equipment	<i>Art Supplies, Comm (TL 8)</i>						
Character	<i>Though she never had the talent for needle and thread that her mother possesses, Gilly Mai is a natural with paint and canvass. Her first pieces were on scrap lumber but after selling them for a decent amount of money, her parents invested in real supplies for her and now her skills are growing in leaps and bounds. She has a real gift for portraits.</i>						
							Subtitle(s) Artistic Daughter

INDEPENDENTS

Name	<i>Morris Landfree</i>	STR 6	DEX 5	END 7	INT 6	EDU 6	SOC 6
Age	46	Career(s) <i>Citizen (Worker, 7 terms)</i>					
Skills	<i>Animals, Drive, Mechanic 2, Trade (husbandry) 4</i>						
Equipment	<i>Livestock Equipment, Work Clothes</i>						
Character	<i>Morris lives with his brother and his family, handling the livestock side of the farm. He gets along with animals far better than he ever did people, something that goes a long way toward explaining why he never had a family of his own. Morris is a good man, though, and a welcome part of the Landfree farm, his eggs and meats fetching a very good price.</i>						
							Subtitle(s) Productive Brother

Name	<i>Urther Landfree</i>	STR 4	DEX 4	END 4	INT 7	EDU 5	SOC 6
Age	54	Career(s) <i>Citizen (Worker, 9 terms)</i>					
Skills	<i>Admin, Broker, Leadership 2, Mechanic 2, Trade (agriculture) 4</i>						
Equipment	<i>Work Clothes</i>						
Character	<i>Albam's father lives with the family on the estate, his wife having passed away just before the yeomanry laws were passed. A stubborn man who refuses to let age slow him down, he still does as many chores each day as his body will allow. Good with money and a natural authority in the house, Albam may be the boss but Urther is the one in charge.</i>						
							Subtitle(s) Spry Grandfather

ZEALOTS

Name	<i>Borthold Calleon</i>	STR 5	DEX 6	END 5	INT 6	EDU 8	SOC 10
Age	30	Career(s) <i>Nobility (Administrator, 3 terms)</i>					
Skills	<i>Admin 2, Advocate, Broker 2, Leadership 2</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>In just his lifetime, Borthold has seen his world go from a backwater planet stuck in the smog of its Industrial Age to a booming economic force in the sector with technologies that almost seem like magic to him. In his eyes the Imperium can do no wrong and has the answers to every ill. Woe betide anyone who voices a different opinion around him.</i>						
							Subtitle(s) Imperium First!

Name	<i>Dason Kraulnow</i>	STR 6	DEX 7	END 6	INT 8	EDU 7	SOC 6
Age	34	Career(s) <i>Agent (Intelligence, 4 terms)</i>					
Skills	<i>Advocate, Gun Combat 2, Investigate, Persuade, Recon 2, Streetwise</i>						
Equipment	<i>Autopistol with silencer, Cloth Armour (5), Hand Computer</i>						
Character	<i>Dason is a most fortunate recruit for the Sons of Humanitii, a man with very particular skills and a willingness to use them. Dason trains the Son's splinter cells, little gatherings of haters with lots of rage and no real focus for it. Dason gives them that focus, locating targets for violence and teaching his 'students' how best to inflict it upon aliens.</i>						
							Subtitle(s) Son of Humanitii

INDEPENDENTS

Name	<i>Konica Allis Dayvries</i>	STR 4	DEX 6	END 5	INT 8	EDU 8	SOC 8
Age	30	Career(s) <i>Scholar (Physician, 3 terms)</i>					
Skills	<i>Advocate 2, Deception, Persuade, Social Science (psychology) 2</i>						
Equipment	<i>Commdot, Drugs, Medical Equipment, Propaganda</i>						
Character	<i>Konica is one of the Kandle's most ardent supporters, believing wholeheartedly that Kandle's way is the right way for everyone. She is so devoted that she can even rationalise the intense brainwashing she inflicts on new recruits as just the 'trial of faith' that the uninitiated must endure.</i>						
	<i>By the time she and her drugs are done, everyone believes.</i>						Subtitle(s) Kandle of Hope

Name	<i>Milistaire Alledon</i>	STR 6	DEX 7	END 6	INT 8	EDU 9	SOC 6
Age	34	Career(s) <i>Scout (Explorer, 4 terms)</i>					
Skills	<i>Drive, Mechanic 2, Pilot, Social Science (archaeology) 3</i>						
Equipment	<i>Ancient Relic, Comm (TL 10), Computer (TL 12)</i>						
Character	<i>The same day Milistaire found the relic he wears around his neck, everyone on his dig team died of the same unknown plague. He fell terribly ill but pulled through miraculously. No one knows how he survived but he knows the truth. He was chosen by the Ancients to be their prophet. Now he travels to Ancient sites, looking for the gospel he must teach.</i>						
							Subtitle(s) Ancients Worshipper

Name	<i>Orma Langley-Dawn</i>	STR 5	DEX 6	END 6	INT 6	EDU 8	SOC 7
Age	26	Career(s) <i>Citizen (Corporate, 2 terms)</i>					
Skills	<i>Admin, Advocate, Computers, Diplomat, Languages, Leadership</i>						
Equipment	<i>Commdot</i>						
Character	<i>Orma was walking to her public advocacy job one day when she came upon an injured Hiver, obviously the victim of a brutal beating. The authorities came and begrudgingly gave the poor thing some medical aid but there was no investigation. That began Orma's legal crusade; she is a tireless (and solitary) protester against cruelty to extraterrestrials.</i>						
							Subtitle(s) Alien Rights

Name	<i>Zebediah Raine</i>	STR 7	DEX 6	END 6	INT 6	EDU 5	SOC 5
Age	42	Career(s) <i>Citizen (Worker, 6 terms)</i>					
Skills	<i>Admin, Drive 2, Mechanic 2, Trade (manufacturing) 3</i>						
Equipment	<i>Comm (TL 8), Work Clothes</i>						
Character	<i>Zebediah has watched the Imperium come to his world, dazzle the government with promises of a better life and then bleed the common folk dry to pay for it all. His own leaders are blind with the hope of a life in the stars. So he has to toil on the ground for a pittance while his taxes are taken off world to line the pockets of people on other planets? No!</i>						
							Subtitle(s) Imperium Last!

ALIENS, OUTCASTS AND THE FRINGE



ASLAN – CEREMONIES AND ENVOYS

Name	<i>Akagvir</i>	STR 9	DEX 5	END 8	INT 7	EDU 8	SOC 8
Age	24	Career(s) <i>Ceremonial (Clan Agent, 2 terms)</i>					
Skills	<i>Advocate, Gun Combat, Melee (claw), Investigate, Stealth</i>						
Equipment	<i>Combat Flex Armour, Machine Pistol</i>						
Character	<i>Akagvir is an agent for his clan, charged with seeking out enemies of his elders and enacting justice where he must. Because the Aslan have no police force as such, it is through agents like him that their complex and nuanced social laws are enforced. Akagvir could not be happier about that; tracking and hunting are when he feels the most alive.</i>						
							Subtitle(s) Clan Agent

Name	<i>Dryshkava</i>	STR 8	DEX 6	END 8	INT 8	EDU 7	SOC 10
Age	20	Career(s) <i>Ceremonial (Poet)</i>					
Skills	<i>Advocate, Art (poetry), Carouse, Diplomat, Persuade</i>						
Equipment	<i>Cavorting Clothes, Flask</i>						
Character	<i>Dryshkava is a clan poet, a wordsmith in charge of keeping his people's history and traditions alive through epic spoken sagas. Unfortunately for the history of his particular clan, Dryshkava does most of his best poetic work while tarrying with unwed females and extremely, messily inebriated. He is expected to grow out of this soon. Very soon.</i>						
							Subtitle(s) Poet of his People

Name	<i>Kryrkara</i>	STR 7	DEX 5	END 7	INT 8	EDU 8	SOC 9
Age	28	Career(s) <i>Ceremonial (Priest, 3 terms)</i>					
Skills	<i>Admin, Advocate 2, Investigate, Persuade, Tolerance</i>						
Equipment	<i>Ceremonial Robes, Staff</i>						
Character	<i>Kryrkara is a priestess in her clan, an officiator and arbiter of their cultural laws while she also maintains reverence and honour for their ancestors. She maintains her sub-family's shrine and chooses to remain unmarried so that her duties never have to suffer the interference of belonging to a male or tending to children. She already has children; her clan.</i>						
							Subtitle(s) Unwed Priestess

Name	<i>Mmmrishtak</i>	STR 12	DEX 5	END 9	INT 6	EDU 6	SOC 8
Age	32	Career(s) <i>Envoy (Duellist, 4 terms)</i>					
Skills	<i>Carouse, Diplomat, Independence 2, Melee (claw) 3, Tolerance</i>						
Equipment	<i>Combat Flex Armour, Commdot</i>						
Character	<i>Mmmrishtak has fought so many duels for the honour of the elders he has been attached that very little of his original fur colour remains. Every time he is injured, the fur grows back pale, leading his colleagues in the clan to call him Riishratak, the Snow Ghost. He actually wears the moniker with pride. His pale white fur proves he is no coward.</i>						
							Subtitle(s) Experienced Duellist

Name	<i>Nryvkavarr</i>	STR 8	DEX 4	END 7	INT 8	EDU 8	SOC 9
Age	28	Career(s) <i>Envoy (Negotiator, 3 terms)</i>					
Skills	<i>Art (painting), Diplomat, Persuade 2, Tolerance</i>						
Equipment	<i>Aua-Leather, Staff</i>						
Character	<i>Nryvkavarr speaks on behalf of his elders in the arts of diplomacy and contracts. He is very well-voiced and his tones are often found pleasing to the ears of those he negotiates with. So much so, in fact, that he already has two wives, both of whom were people he had to discuss business with that quickly became intensely personal. He has no objections.</i>						
							Subtitle(s) Purring Diplomat

Name	<i>Prjnrurv'</i>	STR 7	DEX 5	END 6	INT 6	EDU 8	SOC 6
Age	24	Career(s) <i>Envoy (Spy, 2 terms)</i>					
Skills	<i>Admin, Deception, Investigate, Stealth, Survival</i>						
Equipment	<i>Assassin's Grab (TL 13), Bugs, Data Display/Recorder</i>						
Character	<i>Prjnrurv' is still rather untested as a spy but her rite of passage went well and she has the skills to truly excel at the role. She is a focused, determined envoy, willing to hide for days if she must to gather the intel her leaders wish. All she needs is to obtain one good dossier of information to secure her legacy. Then she can consider social climbing through marriage.</i>						
							Subtitle(s) Neophyte Spy

ASLAN – MILITARY SERVICE

Name	<i>Brsshkalva</i>	STR 11	DEX 6	END 7	INT 5	EDU 6	SOC 8
Age	24	Career(s) <i>Military (Warrior, 3 terms)</i>					
Skills	<i>Athletics, Gun Combat, Heavy Weapons, Melee (claws) 2, Recon</i>						
Equipment	<i>Combat Flex Armour, Heavy Machine Gun, Reaver's Axe</i>						
Character	<i>A terror on the battlefield, Brsshkalva is already making a name for himself in the clan skirmishes of his people. He is a willing warrior, a good soldier and he takes orders well as long as those orders involve charging the enemy and laying waste until nothing remains standing. Fortunately for him, that sums up a great deal about Aslan military tactics.</i>						
							Subtitle(s) Fierce Warrior

Name	<i>Dustraavir</i>	STR 8	DEX 5	END 6	INT 6	EDU 7	SOC 7
Age	28	Career(s) <i>Military (Support, 3 terms)</i>					
Skills	<i>Admin, Comms, Drive 2, Gun Combat, Mechanic, Medic, Recon</i>						
Equipment	<i>Aua-Leather, Machine Pistol, Transceiver</i>						
Character	<i>Dustraavir is a solid support tech and an Aslan with all the skills needed to see her people safely onto and off the battlefield. She is trained in both maintenance and medical emergency aid. She often refers to herself as a 'patch up artist for metal and flesh'. It is not inaccurate; she has stitched together wounds using copper wires before when she had no supplies.</i>						
							Subtitle(s) Mechanic Medic

Name	<i>Fronwlvr</i>	STR 7	DEX 8	END 6	INT 8	EDU 6	SOC 8
Age	32	Career(s) <i>Military (Flyer, 4 terms)</i>					
Skills	<i>Athletics (co-ordination), Flyer 3, Gunnery (turret) 2, Recon, Sensors</i>						
Equipment	<i>Aua-Leather, Commdot, Machine Pistol</i>						
Character	<i>Addicted to the air, Fronwlvr is in one of the few professions that allows an Aslan to be small and not be ridiculed for it. Lean and fairly short, he is a natural pilot and controls his fighter with grace most Aslan can only dream of having. He especially likes strafing runs. When his cannons are ripping apart the enemy, he feels four metres tall.</i>						
							Subtitle(s) Excitable Pilot

Name	<i>Kyllrashar</i>	STR 8	DEX 6	END 7	INT 8	EDU 6	SOC 9
Age	32	Career(s) <i>Military Officer (Leader, 4 terms)</i>					
Skills	<i>Gun Combat, Heavy Weapons, Leadership 2, Tactics, Tolerance 2</i>						
Equipment	<i>Autorifle, Combat Flex Armour, Commdot</i>						
Character	<i>Kyllrashar commands his host well, having lead them to numerous victories against rival clans for over a decade. He knows he has about that long again of service if an enemy claw or bullet does not find him first. In that time, he dreams he will be able to earn the ultimate honour, allowance by the elders to found a military clan of his own.</i>						
							Subtitle(s) Leader-Dreamer

ALIENS, OUTCASTS AND THE FRINGE

Name	<i>Nkryanllur</i>	STR 9	DEX 5	END 6	INT 9	EDU 8	SOC 9
Age	24	Career(s) <i>Military Officer (Executive Officer, 2 terms)</i>					
Skills	<i>Admin, Computers, Leadership, Melee (claw), Tactics (military), Tolerance</i>						
Equipment	<i>Combat Flex Armour, Hand Computer, Machine Pistol</i>						
Character	<i>With several years of good service behind her, Nkryanllur has found she enjoys the military far more than she thought she would. Though she has had to fight and proved skilful at it, she prefers the tactical and logistic challenges of war. Battle is like a puzzle-game to her, her position on the command side of things letting her riddle her way to victory.</i>						
							Subtitle(s) Cerebral Executive

Name	<i>Vrroshvar</i>	STR 8	DEX 4	END 7	INT 8	EDU 7	SOC 8
Age	28	Career(s) <i>Military Officer (Assassin, 3 terms)</i>					
Skills	<i>Deception, Gun Combat 2, Independence, Medic, Melee (claw), Stealth 3</i>						
Equipment	<i>Assassin's Blade, Assassin's Garb (TL 13), Commdot, Long Pistol</i>						
Character	<i>A whisper in the night, few people outside of Vrroshvar's chain of command even knows he exists. He takes orders by remote, carries out his assignments and returns to base only if he needs to resupply. He is otherwise invisible, somewhere nearby but never out in the open. As assassins go, he is one of the more notorious. Becoming visible would be suicide.</i>						
							Subtitle(s) Infamous Assassin

ASLAN – OUTCASTS, OUTLAWS AND WANDERERS

Name	<i>Brannwyrrl</i>	STR 8	DEX 5	END 6	INT 7	EDU 5	SOC 5
Age	28	Career(s) <i>Outcast (Labourer, 3 terms)</i>					
Skills	<i>Deception, Drive, Gun Combat, Streetwise, Trade (scrap metals) 2</i>						
Equipment	<i>Ground Car (truck), Long Pistol</i>						
Character	<i>With the kind of strength the Aslan possess and the weapons they wield, a lot of ruined metal is the obvious result of their conflicts. Collection of these shards and scraps has been left to the absolute dregs of their society – outcast work. Brannwyrrl does not care about that; he lost his pride along with his family name during his disastrous rite of passage.</i>						
							Subtitle(s) Broken Aslan

Name	<i>Dkryvvalar</i>	STR 9	DEX 6	END 7	INT 6	EDU 5	SOC 4
Age	24	Career(s) <i>Outcast (Trader, 2 terms)</i>					
Skills	<i>Broker, Deception, Independence, Melee (claw), Trade (antiquing)</i>						
Equipment	<i>Aua-Leather, Hand Computer</i>						
Character	<i>Aslan has a natural inclination towards their own goods and with their cultural bias, they often discard items that are too easily associated with clans that are out of favour or dishonoured. Not all Aslan are so quick to throw away usable merchandise and a thriving, if hidden, market exists for such items. Dkryvvalar does a good business selling the unwanted.</i>						
							Subtitle(s) Black Marketeer

Name	<i>Frannglak</i>	STR 9	DEX 5	END 7	INT 5	EDU 5	SOC 4
Age	32	Career(s) <i>Outlaw (Raider, 4 terms)</i>					
Skills	<i>Gun Combat 2, Independence, Melee (claw), Streetwise 2, Tactics (military)</i>						
Equipment	<i>Autorifle, Aua-Leather, Crescent Blade</i>						
Character	<i>Frannglak did not turn his back on Aslan society; it turned its back on him when he proved unable to sire children. Rejected, he rejected society right back and went to join like-minded outlaws with a grudge against the status quo. Raiding to survive, they all dream of someday changing the way their people live so they can rejoin their clans with honour.</i>						
							Subtitle(s) Bitter Raider

ALIENS, OUTCASTS AND THE FRINGE

Name	<i>Mrthlarrka</i>	STR 8	DEX 5	END 6	INT 6	EDU 6	SOC 5
Age	20 Career(s) <i>Outlaw (Thief)</i>						
Skills	<i>Broker, Melee, Persuade, Stealth, Streetwise</i>						
Equipment	<i>Aua-Leather, Claw Blade, Tools</i>						
Character	<i>Even during her rite of passage, it was clear Mrthlarrka did not do things the same way other females would. She was always a loner, always willing to go the distance by herself. When her elders judged her harshly for this trait, she proved it by leaving the family and disappearing into the night. Now she lives alone, stealing from those who condemned her.</i>						
	Subtitle(s) Solitary Thief						

Name	<i>Srrashvaak</i>	STR 8	DEX 4	END 8	INT 6	EDU 7	SOC 8
Age	28 Career(s) <i>Wanderer (Belter, 3 terms)</i>						
Skills	<i>Gunnery, Independence, Mechanic, Trade (belter) 2, Vacc Suit</i>						
Equipment	<i>Commdot, Tools, Vacc Suit</i>						
Character	<i>Landless and with no prospects, Srrashvaak's family had just enough in resources to outfit him and a few others in his predicament with a small ship and given leave to find themselves in the stars. What they discovered was an untapped belt of asteroids and now through their hard work, both they and their clan are reaping the rewards of that investment.</i>						
	Subtitle(s) Second Son Success						

Name	<i>Throshkavv</i>	STR 7	DEX 6	END 7	INT 7	EDU 5	SOC 6
Age	32 Career(s) <i>Wanderer (Nomad, 4 terms)</i>						
Skills	<i>Astrogation, Independence, Mechanic, Pilot (spacecraft) 2, Sensors</i>						
Equipment	<i>Aua-Leather, Machine Pistol, Scout Ship</i>						
Character	<i>Throshkavv was given a choice by his clan; take a small ship and see what the galaxy had to offer him or stay and marry a mediocre bride from a mediocre family. He was aboard the ship and lifting off before they could even finish the discussion. He left that night and has never stopped flying. All he could want is in space; why would he ever go back?</i>						
	Subtitle(s) Aslan Voyager						

ASLAN – SCIENCE AND MANAGEMENT

Name	<i>Brasshvak</i>	STR 7	DEX 5	END 5	INT 10	EDU 8	SOC 8
Age	32 Career(s) <i>Scientist (Healer, 4 terms)</i>						
Skills	<i>Admin, Computers, Life Science (biology), Medic 3, Persuade</i>						
Equipment	<i>Comm (TL 8), Hand Computer, Medikit</i>						
Character	<i>Brasshvak is a rarity – a male healer among the Aslan. His strange profession choice was hardly a choice. He has just always had a gift for soothing the sick and mending wounds. His abilities in that regard were so apparent that even his hidebound clan elders had little choice but allow him to invoke ancient tradition and take up the medical arts.</i>						
	Subtitle(s) Male Doctor						

Name	<i>Kurrtaynva</i>	STR 7	DEX 5	END 6	INT 8	EDU 8	SOC 7
Age	24 Career(s) <i>Scientist (Researcher, 2 terms)</i>						
Skills	<i>Admin, Computers, Engineering (biologicals), Space Science (xenology)</i>						
Equipment	<i>Computer (TL 12), Equipment</i>						
Character	<i>Kurrtaynva is a scientist with a speciality field in alien life forms. Her clan interest in them is not purely speculative. She has been tasked with the mental puzzle of why her kind is nearly unique in the galaxy for not having psionic potential. She studies aliens and even clones material to try and isolate what compounds and sequences impart such a gift.</i>						
	Subtitle(s) Psionic Researcher						

ALIENS, OUTCASTS AND THE FRINGE

Name	<i>Lurvekrynaa</i>	STR 8	DEX 4	END 5	INT 9	EDU 8	SOC 6
Age	28	Career(s) <i>Scientist (Explorer, 3 terms)</i>					
Skills	<i>Astrogation, Mechanic, Navigation, Pilot (spacecraft) 2, Sensors, Vacc Suit</i>						
Equipment	<i>Machine Pistol, Scout Ship, Vacc Suit</i>						
Character	<i>Lurvekrynaa is an explorer by trade and by choice. Never happy ground bound, she was eager to go up into the stars and rarely comes back. She is not expected to marry as her job will keep her out in space until she is past the prime age for raising cubs. That works for her too. As a popular Aslan song goes, space is no place to raise a family.</i>						
							Subtitle(s) Aslan Explorer

Name	<i>Narrshathska</i>	STR 7	DEX 4	END 6	INT 8	EDU 8	SOC 9
Age	28	Career(s) <i>Management (Corporate, 3 terms)</i>					
Skills	<i>Admin, Advocate, Broker 2, Gun Combat, Tolerance</i>						
Equipment	<i>Commdot, Executive Clothes, Machine Pistol</i>						
Character	<i>In the business world of the Aslan, women rule. Narrshathska is a prime example of this principle, already a power broker of sorts at a relatively young age and still rising. She has the usual killer instinct of her people and a business savvy that has served her well so far. A new woman has just transferred into her branch office. Time to show her who's Queen.</i>						
							Subtitle(s) Businesswoman

Name	<i>Ruushkavaka</i>	STR 8	DEX 5	END 5	INT 6	EDU 8	SOC 9
Age	32	Career(s) <i>Management (Clan Aide, 4 terms)</i>					
Skills	<i>Admin 2, Broker 3, Medic, Tolerance 2</i>						
Equipment	<i>Hand Computer</i>						
Character	<i>'Ruush' is a welcome sight for many young Aslan of her clan as she is the aide in charge of handling children's affairs and maintaining their welfare. She is an excellent financial advisor and her children benefit greatly from the funds she provides for them. When Ruush is not investing, she is tending to the cubs directly, treating each one like her very own.</i>						
							Subtitle(s) Matron Manager

Name	<i>Urkvalasht</i>	STR 8	DEX 3	END 5	INT 8	EDU 8	SOC 10
Age	48	Career(s) <i>Management (Governess, 8 terms)</i>					
Skills	<i>Commdot, Fierah, Hand Computer</i>						
Equipment	<i>Admin, Advocate, Melee, Persuade 3, Steward 4, Streetwise, Tolerance 2</i>						
Character	<i>As the assigned governess of a particularly unruly prince, Urkvalasht came into the role with a reputation for being strict but fair and capable of handling any crisis. This reputation was not undeserved. All she asked was carte blanche to tend him however she wished and she was given it. In just a few short months, there is a marked improvement in the hellion.</i>						
							Subtitle(s) Strict Governess

ASLAN – SPACE CORPS

Name	<i>Bryllkurr</i>	STR 8	DEX 6	END 8	INT 8	EDU 6	SOC 11
Age	32	Career(s) <i>Spacer (Pilot, 4 terms)</i>					
Skills	<i>Gunnery 2, Pilot 2, Tactics (naval), Vacc Suit, Zero-G</i>						
Equipment	<i>Machine Pistol, Vacc Suit</i>						
Character	<i>Aboard his ship, Bryllkurr is top cat and he knows it. He can fly and shoot better than anyone else on board and his ancestral heritage is such that even those who might match him are afraid to do so out of cultural respect. He lords his skills and advanced social standing over everyone, a personality trait that is rapidly wearing thin among the crew.</i>						
							Subtitle(s) Arrogant Pilot

ALIENS, OUTCASTS AND THE FRINGE

Name	<i>Drravkurktva</i>	STR 8	DEX 6	END 7	INT 7	EDU 6	SOC 8
Age	28 Career(s) <i>Spacer (Gunner, 3 terms)</i>						
Skills	<i>Gunnery (turret) 2, Independence, Sensors, Zero-G</i>						
Equipment	<i>Cloth Armour (5), Machine Pistol</i>						
Character	<i>As a turret gunner, Drravkurktva has more kills to his credit than any of his fellows. They often play drinking games in the mess hall regarding that fact, challenging each other to imbibe as many black milk shots as he has 'slashes'. The longer his career goes on, the harder he is making it for any of the other gunners to win that game, including himself.</i>						
	Subtitle(s) Great Gunner						

Name	<i>Grahhlgurr</i>	STR 7	DEX 5	END 6	INT 8	EDU 10	SOC 6
Age	32 Career(s) <i>Spacer (Engineer, 4 terms)</i>						
Skills	<i>Admin, Computers, Engineer 3, Mechanic, Steward, Vacc Suit, Zero-G</i>						
Equipment	<i>Tool Kit, Vacc Suit with Comm</i>						
Character	<i>As the only engineer aboard a diplomatic vessel, it is Grahhlgurr's responsibility to not only keep the vessel running but to do so in a way that does not violate the cultural harmony of the ship or the peaceful intent of its missions. She does her best in that regard but she and the negotiator on board have had a few clashes over equilibrium versus expediency.</i>						
	Subtitle(s) Overworked Tech						

Name	<i>Irrkashva</i>	STR 7	DEX 6	END 5	INT 8	EDU 8	SOC 10
Age	36 Career(s) <i>Space Officer (Commander, 5 terms)</i>						
Skills	<i>Admin, Diplomat, Leadership 3, Tactics (naval), Tolerance</i>						
Equipment	<i>Ceremonial Blade, Uniform</i>						
Character	<i>Irrkashva is a proud man, the leader of a large fleet of warships that has seen combat on a regular basis for years and never been defeated. His clan grows larger and more proud with every win and he has several fine marriage prospects at home when he returns. He is planning his retirement in four years but he may have to get back for a marriage or two now.</i>						
	Subtitle(s) Captain in Demand						

Name	<i>Mrrshtavak</i>	STR 7	DEX 5	END 6	INT 8	EDU 9	SOC 7
Age	28 Career(s) <i>Space Officer (Shipmaster, 3 terms)</i>						
Skills	<i>Admin 2, Broker, Computers, Diplomat, Engineering 1</i>						
Equipment	<i>Hand Computer, Uniform</i>						
Character	<i>Mrrshtavak is a shipmaster, the woman in charge of running a ship for its commander. She handles the day-to-day business of seeing that pay is handled, duty rosters are made and maintained and that personnel are functioning at full capacity. It is a busy, tiring job but she just considers it good practice for when she has a family of her own.</i>						
	Subtitle(s) Ship's Admin						

Name	<i>Yrryshtavysh</i>	STR 8	DEX 4	END 5	INT 9	EDU 8	SOC 7
Age	26 Career(s) <i>Space Officer (Navigator, 2 terms)</i>						
Skills	<i>Astrogation 2, Computers, Pilot 2, Tolerance</i>						
Equipment	<i>Comm (TL 10), Uniform</i>						
Character	<i>The task of navigating a huge vessel through jump space is not an easy task when the ship in question is a destroyer with engines the size of most far traders and there are enemy craft in hot pursuit. Luckily for her captain and crew, Yrryshtavysh has nerves of steel and the skills to always get her warship where it needs to be and get it there in one piece.</i>						
	Subtitle(s) Expert Navigator						

ASLAN – THE DISPLACED

Name	Agrashvyrr	STR 8	DEX 5	END 6	INT 6	EDU 7	SOC 4
Age	28	Career(s) <i>Agent (Law Enforcement, 3 terms)</i>					
Skills	<i>Admin, Gun Combat, Investigate 2, Persuade, Streetwise</i>						
Equipment	<i>Autopistol, Cloth Armour (5), Comm (TL 10)</i>						
Character	<i>Agrashvyrr was a foundling, a child left behind after an alien slaving ring was busted up and his mother killed in the fire fight. With no family and thus no ancestry that could be claimed, his prospects back home would have been miserable. The human officer who found him raised the cub on his own and when 'Aggie' was old enough, he got him a job on the force.</i>						
							Subtitle(s) Aslan Cop

Name	Drrparry	STR 11	DEX 6	END 7	INT 5	EDU 6	SOC 5
Age	32	Career(s) <i>Marines (Ground Assault, 4 terms)</i>					
Skills	<i>Athletics, Battle Dress, Gun Combat 2, Heavy Weapons 2, Melee (claw), Recon</i>						
Equipment	<i>Battle Dress, Commdot, Grenades, Laser Pistol, PGMP</i>						
Character	<i>A prisoner of war with no honour left to take back home, Drrparry begged his captors to kill him. Instead, he was taken back to answer to a military board of review. One of the Brigadiers on the board took a liking to the brash young soldier and offered to train him personally. Now 'Big Cat' is a premiere heavy weapons soldier, seemingly unstoppable.</i>						
							Subtitle(s) Aslan Soldier

Name	Nurryvyrr	STR 8	DEX 4	END 6	INT 7	EDU 8	SOC 8
Age	28	Career(s) <i>Citizen (Corporate, 3 terms)</i>					
Skills	<i>Advocate, Broker 2, Leadership, Melee, Persuade 2</i>						
Equipment	<i>Hand Computer, Nice Clothes</i>						
Character	<i>The Lion of the Boardroom, Nurryvyrr was a young Aslan on a wander when his scout ship malfunctioned and he had to ditch it on an Imperium world. With no vessel and few skills, he did the honourable thing then and sought gainful employment so he could fix his ship and go home. He found he liked human business culture so much, he decided to stay and rule.</i>						
							Subtitle(s) Aslan Corporate

Name	'Thomas'	STR 9	DEX 4	END 5	INT 6	EDU 6	SOC 9
Age	32	Career(s) <i>Entertainer (Performer, 4 terms)</i>					
Skills	<i>Advocate, Art (acting), Carouse, Drive, Persuade 3, Streetwise</i>						
Equipment	<i>Commdot, Ground Car</i>						
Character	<i>Thomas' real name is nicely unpronounceable but people seem to enjoy calling him by a human name so he lets them. More peacefully inclined than most males of his race, Thomas was fated to have a tame, uneventful life. Then he met a group of human journalists, agreed to re-enact a great battle for them and his career in acting has not slowed down since.</i>						
							Subtitle(s) Aslan Entertainer

Name	Urrkvrryr	STR 8	DEX 5	END 8	INT 5	EDU 6	SOC 4
Age	24	Career(s) <i>Rogue (Enforcer, 2 terms)</i>					
Skills	<i>Athletics, Carouse, Gun Combat, Melee (blade) 2, Stealth, Streetwise</i>						
Equipment	<i>Broadsword, Flak Jacket, Snub Pistol</i>						
Character	<i>Urrkvrryr had no idea that the hostility and violence her gender was normally denied could feel so good! She knows she should make her way back home and settle in for a responsible life of marriage and cub raising but she cannot bring herself to leave the illicit life of busting heads and back alley violence she has become addicted to in Imperium space.</i>						
							Subtitle(s) Aslan Enforcer

ALIENS, OUTCASTS AND THE FRINGE

Name	<i>Vrashlyrra</i>	STR 7	DEX 5	END 6	INT 8	EDU 10	SOC 7
Age	36	Career(s) <i>Scholar (Scientist, 5 terms)</i>					
Skills	<i>Admin, Computers, Investigate, Language 2, Life Science (biology) 2, Medic</i>						
Equipment	<i>Commdot, Computer (TL 11), Hand Computer</i>						
Character	<i>Vrashlyrra is of two minds about his work. He actually enjoys the thrill of discovery but part of him cannot help thinking that what he does is women's work. Vrashlyrra arrived on this world as a very young healer, looking to expand his knowledge of the medical arts. What he found instead was open knowledge, great minds and no gender biases.</i>						
	Subtitle(s) Aslan Scientist						

DROYNE – DRONES AND LEADERS

Name	<i>Eesk</i>	STR 5	DEX 7	END 6	INT 6	EDU 5	CST 3
Age	30	Career(s) <i>Citizen (Corporate, 3 terms)</i>					
Skills	<i>Admin, Advocate 2, Diplomat, Persuade 2, Steward</i>						
Equipment	<i>Commdot</i>						
Character	<i>Eesk handles a community maintenance centre for his people, managing the needs and wants of more than a million Droyne. This monumental task is made easier by the fact that very few Droyne ever need or want anything beyond the necessities and simple pleasures of life. This makes Eesk's job a fairly uncomplicated affair and he performs it well.</i>						
	Subtitle(s) Life Manager						

Name	<i>Gesheet</i>	STR 5	DEX 6	END 6	INT 5	EDU 6	CST 3
Age	34	Career(s) <i>Citizen (Corporate, 4 terms)</i>					
Skills	<i>Admin, Advocate 2, Diplomat 3, Persuade, Steward</i>						
Equipment	<i>Commdot</i>						
Character	<i>Gesheet is a creche handler, placed in a position of care giving for hundreds of young Droyne that have not yet gone through their genetic caste change. Gesheet has a staff of similar drones to help in the physical work of child raising and because deviancy is so rare in his species, the job does not often involve any sort of disciplinary activity.</i>						
	Subtitle(s) Peaceful Patron						

Name	<i>Kaalteesh</i>	STR 6	DEX 7	END 5	INT 6	EDU 6	CST 3
Age	26	Career(s) <i>Citizen (Corporate, 2 terms)</i>					
Skills	<i>Admin, Advocate 2, Computers, Persuade, Steward</i>						
Equipment	<i>Commdot, Computer (TL 12)</i>						
Character	<i>Kaalteesh has no ambitions beyond his station, that being a breeder for several extended families of Droyne. His genetics are particularly pure and often seen to produce leaders after his offspring moult; this quirk of his genes gives him a special place in society. Otherwise unremarkable in personality or demeanour, he does occasionally have pride in that.</i>						
	Subtitle(s) Wanted Breeder						

Name	<i>Olveshlaa</i>	STR 5	DEX 6	END 7	INT 11	EDU 8	CST 6
Age	30	Career(s) <i>Nobility (Administrator, 3 terms)</i>					
Skills	<i>Admin 2, Advocate 2, Computer, Diplomat, Leadership 2</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>Olveshlaa is a city lord, the leader of an entire community of Droyne. In charge of millions of his fellows, Olveshlaa delegates most of the mechanical workings of city management to his drones but he accepts that the prosperity and peace of his territory ultimately falls on his scaled shoulders. A true believer in harmony, he does all he can to ensure that is how things stay.</i>						
	Subtitle(s) Peacekeeper						

ALIENS, OUTCASTS AND THE FRINGE

Name	<i>Tuulnavash</i>	STR 6	DEX 5	END 5	INT 10	EDU 9	CST 6
Age	34	Career(s) <i>Nobility (Administrator, 4 terms)</i>					
Skills	<i>Admin 2, Advocate 2, Broker, Diplomat, Leadership 2</i>						
Equipment	<i>Comm (TL 10)</i>						
Character	<i>In Droyne society, the leaders form a cohesive web of authority with each one ruling over a territory of towns, cities or outposts. Some have only one while others have many, administrating from one location while staying in contact with the Droyne leader caste in charge of each small city in his territory. Tuulnavash is such a leader, a national lord.</i>						
		Subtitle(s) Nation Admin					

Name	<i>Veelnomal</i>	STR 5	DEX 5	END 4	INT 12	EDU 9	CST 6
Age	42	Career(s) <i>Nobility (Administrator, 6 terms)</i>					
Skills	<i>Admin 2, Advocate 2, Computer, Diplomat, Leadership 2</i>						
Equipment	<i>Comm (TL 10), Hand Computer, Servitor</i>						
Character	<i>Each world in Droyne space has a leader that reigns over all the leaders of its various smaller states and cities. The highest rung in the Droyne social ladder, Veelnomal and others like him are answerable only to their supreme leader and otherwise have total autonomy to do as they wish. Of course, almost without exception Droyne always wish for harmony.</i>						
		Subtitle(s) Planetary Lord					

DROYNE – WARRIORS AND SPORTS

Name	<i>Borchee</i>	STR 8	DEX 6	END 8	INT 6	EDU 5	CST 2
Age	26	Career(s) <i>Army (Infantry, 2 terms)</i>					
Skills	<i>Athletics, Gun Combat 2, Heavy Weapons, Recon, Vacc Suit</i>						
Equipment	<i>Combat Armour, Laser Rifle</i>						
Character	<i>Borchee is a standard medium trooper of his people, armoured in advanced polymers and armed with a laser weapon in the sleek styling that marks his race's advanced technology. He serves because he was born to serve and because the genetic moult he underwent added 50 kilograms of bone and muscle to his already strong frame. He is a born soldier.</i>						
		Subtitle(s) Born Trooper					

Name	<i>Dyokchah</i>	STR 9	DEX 7	END 7	INT 5	EDU 6	CST 2
Age	30	Career(s) <i>Army (Infantry, 2 terms)</i>					
Skills	<i>Athletics, Gun Combat 2, Heavy Weapons 2, Vacc Suit</i>						
Equipment	<i>Combat Armour, Laser Carbine, Rocket Launcher</i>						
Character	<i>Assigned to the strike brigade, Dyokchah is a soldier on a mission, a mission to hit the enemies of his people before they can hit back. Though he is warrior caste, he does show some very sport-like tendencies in free will and independent thinking. He occasionally goes off orders to attack targets of his own choice but he has been always proved right in the end.</i>						
		Subtitle(s) Deviant Soldier					

Name	<i>Juursya</i>	STR 8	DEX 8	END 6	INT 7	EDU 7	CST 2
Age	34	Career(s) <i>Marine (Ground Assault, 4 terms)</i>					
Skills	<i>Battle Dress 2, Gun Combat, Heavy Weapons 2, Tactics (military) 2, Vacc Suit</i>						
Equipment	<i>Battle Dress, Hand Computer, Laser Pistol, RAM, Stunner</i>						
Character	<i>Juursya is as close to being a leader as a Droyne can get, a soldier with a level of solid leadership skill over his troops. Juursya is responsible for organising colony-level defence for several worlds, a position of authority that allows him to use his analytical mind to come up with logical means of attack and provides a chance for him to exercise creativity.</i>						
		Subtitle(s) Droyne Commander					

Name	<i>Ningyah</i>	STR 7	DEX 5	END 6	INT 8	EDU 6	CST 5
Age	30	Career(s) <i>Nobility (Diplomat, 3 terms)</i>					
Skills	<i>Admin, Advocate 2, Diplomacy 2, Language, Persuade, Social Science (xenology)</i>						
Equipment	<i>Cloth Armour (5), Hand Computer</i>						
Character	<i>Ningyah is a sport, a Droyne with a certain level of autonomy and independent nature. He serves as a diplomat to other cultures, trying to represent his own race while learning all he can about theirs. Ningyah enjoys his role, acting as best he can as an ambassador while not letting his curiosity cloud his judgement or get him into too much trouble.</i>						
							Subtitle(s) Alien Diplomat

Name	<i>Shoochee</i>	STR 6	DEX 6	END 8	INT 7	EDU 7	CST 5
Age	34	Career(s) <i>Scout (Explorer, 4 terms)</i>					
Skills	<i>Astrogation, Mechanic, Navigation, Pilot (spacecraft) 2, Sensors, Vacc Suit</i>						
Equipment	<i>Autopistol, Scout Ship, Vacc Suit</i>						
Character	<i>Shoochee explores the mostly uncharted reaches of space near the Droyne worlds all throughout Charted Space. His mission is a simple one; survey all he can and send back data for other sports to follow up on. Shoochee is an advance scout. He merely tags and scans worlds. Others will handle the work of survey and, if it is suitable, settlement.</i>						
							Subtitle(s) World Finder

Name	<i>Yahnshaah</i>	STR 8	DEX 7	END 6	INT 8	EDU 9	CST 5
Age	22	Career(s) <i>Agent (Intelligence)</i>					
Skills	<i>Athletics, Gun Combat, Melee, Stealth, Streetwise</i>						
Equipment	<i>Blade, Commdot, Flak Jacket, Laser Pistol</i>						
Character	<i>Yahnshaah serves a very specific role among the Droyne. He is a 'remover', a stalker of his own kind charged with taking out undesirables who for whatever reason are disruptive to harmony and peace. He serves his role as quickly and cleanly as he can, taking no pleasure in his task. He just identifies, locates and excises, protecting the colony's order.</i>						
							Subtitle(s) Swift Remover

DROYNE – WORKERS AND TECHNICIANS

Name	<i>Cahvalos</i>	STR 6	DEX 6	END 6	INT 6	EDU 6	CST 1
Age	26	Career(s) <i>Citizen (Worker, 2 terms)</i>					
Skills	<i>Admin, Drive, Streetwise, Trade (civil engineering) 2</i>						
Equipment	<i>Tool Kit, Uniform</i>						
Character	<i>Droyne buildings are very simple and efficient affairs for the most part, existing as a tribute to utility by design. There is no waste in most Droyne buildings, crafted and built to do exactly what they need to do. Cahvalos is a good example of those Droyne who see to this aspect of their race's culture. He builds the cities the rest of his people spend their lives in.</i>						
							Subtitle(s) Efficient Builder

Name	<i>Furshaya</i>	STR 5	DEX 7	END 6	INT 6	EDU 6	CST 1
Age	22	Career(s) <i>Citizen (Worker)</i>					
Skills	<i>Computer, Drive, Mechanic, Trade (manufacturing)</i>						
Equipment	<i>Uniform, Tool Kit</i>						
Character	<i>The Droyne race numbers in the billions, a sizable species with a very large industrial base needed to support them. Furshaya is a worker in one of the thousands of ubiquitous factories that toil to produce the goods the race needs to survive and thrive. What he makes is unimportant. All that matters is that day in and day out, he continues to make it.</i>						
							Subtitle(s) Content Worker

ALIENS, OUTCASTS AND THE FRINGE

Name	<i>Hahlhoon</i>	STR 6	DEX 7	END 5	INT 6	EDU 5	CST 1
Age	30	Career(s) <i>Citizen (Worker, 3 terms)</i>					
Skills	<i>Animals, Drive, Stealth, Survival, Trade (hunting/gathering) 3</i>						
Equipment	<i>Comm (TL 10), Rifle, Uniform</i>						
Character	<i>Though sports usually handle hunting on worlds where food service requires assistance from nature, there are not always enough sports to handle this task. When this occurs, workers with an agreeable temperament for the work are assigned weapons and given leave to take up hunting as their new work. They continue to serve their race; they just do so armed.</i>						
		Subtitle(s) Worker Hunter					

Name	<i>Juurnasha</i>	STR 5	DEX 5	END 5	INT 8	EDU 9	CST 4
Age	26	Career(s) <i>Scholar (Scientist, 2 terms)</i>					
Skills	<i>Admin, Computers, Physical Science (chemistry) 2, Sensors, Trade (polymers)</i>						
Equipment	<i>Hand Computer</i>						
Character	<i>Juurnasha is a technician, a scientist Droyne with the given task of both production of the advanced polymer compounds that fuel their race's industrial machine and the development of new ones tailored to special needs. Juurnasha is one part chemical worker, one part researcher and does both tasks tirelessly. When new materials are invented, he is there.</i>						
		Subtitle(s) Polymer Scientist					

Name	<i>Olabadah</i>	STR 5	DEX 6	END 6	INT 9	EDU 10	CST 4
Age	34	Career(s) <i>Scholar (Field Researcher 4 terms)</i>					
Skills	<i>Admin, Comms, Computers, Sensors, Social Science (archaeology) 2, Survival</i>						
Equipment	<i>Comm (TL 10), Hand Computer, Tools</i>						
Character	<i>As the self-professed descendants of the Ancients, the Droyne have a racial fascination with the first ones and their ruins. Olabadah is a scientist in that vein, a digger who unearths the hidden past of the Ancients one site and one relic at a time. Driven by curiosity and a genetic need to excel at his job, Olabadah is obsessed with learning the 'truth'.</i>						
		Subtitle(s) Focused Researcher					

Name	<i>Sstashaa</i>	STR 5	DEX 6	END 6	INT 8	EDU 9	CST 4
Age	30	Career(s) <i>Scholar (Physician, 3 terms)</i>					
Skills	<i>Computers, Medic 3, Social Science (biology), Social Science (psychology) 2</i>						
Equipment	<i>CommDOT, Medikit, Scanner</i>						
Character	<i>Sstashaa is much the same as every family unit medic in the Droyne race. Educated and tasked to care for both physical and mental health, it is his responsibility to keep the colony healthy and productive even in the face of disasters and epidemics. He is intelligent enough to formulate new cures and techniques when old ones have stopped being effective.</i>						
		Subtitle(s) Colonial Doctor					

HIVERS – CORPORATES AND SCIENTISTS

Name	<i>Bekkin</i>	STR 6	DEX 4	END 6	INT 9	EDU 9	SOC 8
Age	30	Career(s) <i>Citizen (Corporate, 3 terms)</i>					
Skills	<i>Admin, Advocate 2, Broker 2, Engineer (electronics), Persuade</i>						
Equipment	<i>CommDOT, Hand Computer Modules</i>						
Character	<i>Bekkin is a Hiver under no delusions where his race's reputation is at stake. He has a large dealership on a colony hive world and he does business with aliens on a regular basis. The many forms of Humanitii are his best customers by far, avid collectors of anything with buttons and lights that he feels like selling that day. Business, like life, is very good.</i>						
		Subtitle(s) Electronics Dealer					

Name	<i>Dishtik</i>	STR 5	DEX 5	END 7	INT 11	EDU 10	SOC 8
Age	42	Career(s) <i>Citizen (Corporate, 6 terms)</i>					
Skills	<i>Admin 2, Advocate 2, Broker 4, Social Science (economics) 3</i>						
Equipment	<i>Comm Harness</i>						
Character	<i>With a natural skill for maths and a very elegance economy in both theory and practice, it only makes sense that some Hiver corporate minds focus on the science of economics to the exclusion of other business. Dishtik is one such Hiver, his able and quick wit consumed by facts and figures on on a constant basis. Others think him obsessed. He does not care.</i>						
	Subtitle(s) Hiver Economist						

Name	<i>Fztikik</i>	STR 7	DEX 3	END 6	INT 9	EDU 8	SOC 9
Age	26	Career(s) <i>Citizen (Corporate, 2 terms)</i>					
Skills	<i>Admin, Advocate 2, Broker, Diplomat 2, Steward</i>						
Equipment	<i>Comm Harness, Stunner</i>						
Character	<i>Because their appearance is so vastly different from bipedal life, the apparent majority of species in the galaxy, Hivers sometimes have a hard time doing business. Fztikik is a trade negotiator, a sort of diplomat/broker with an emphasis on interpersonal skills. He can get to know a client very quickly, sympathising with its needs and wants.</i>						
	Subtitle(s) Trade Negotiator						

Name	<i>Muzztak</i>	STR 6	DEX 4	END 8	INT 7	EDU 9	SOC 6
Age	38	Career(s) <i>Scholar (Scientist, 5 terms)</i>					
Skills	<i>Admin, Art (digital), Comms, Computers 3, Physical Science (electronics) 3, Sensors</i>						
Equipment	<i>Comm Harness, Computer (TL 13)</i>						
Character	<i>Muzztak is a computer engineer, designing and building new systems for a variety of needs and customers. Every system he makes is a work of art, a physical and electronic masterpiece tailored to the buyer on several levels. Muzztak's work does not come cheaply but the end product is always worth the credits spent on this artisan among scientists.</i>						
	Subtitle(s) Designer Savant						

Name	<i>Nizbek</i>	STR 7	DEX 4	END 6	INT 9	EDU 9	SOC 8
Age	22	Career(s) <i>Scholar (Field Researcher)</i>					
Skills	<i>Comms, Computers, Life Science (sophontology), Sensors, Trade (robotics)</i>						
Equipment	<i>Comm (TL 10), Hand Computer Modules, Servitor</i>						
Character	<i>Nizbek is a robotic behavioural researcher, a Hiver with a job to study robots in the field and determine protocols for action and reaction. He essentially builds personalities and interfaces for robots so they can better integrate with sentient civilisations. Though relatively new to the vocation, he believes he is on the threshold of some ground breaking discoveries.</i>						
	Subtitle(s) Robot Behaviourist						

Name	<i>Zzakkakat</i>	STR 7	DEX 5	END 6	INT 8	EDU 8	SOC 9
Age	38	Career(s) <i>Scholar (Physician, 5 terms)</i>					
Skills	<i>Computers, Medic 3, Social Science (biology), Space Science (xenology) 2</i>						
Equipment	<i>Comm Harness, Medikit, Scanner</i>						
Character	<i>Zzakkakat is a very unique doctor among his kind because he specialises in treating both Hiver and alien patients. His logic is as follows; if he learns about alien biology, he must surely get better at dealing with life of all kinds. His effectiveness as a physician would seem to lend credence to his theory, though other members of his race still consider him odd.</i>						
	Subtitle(s) Experimental Doc						

HIVERS – SOLDIERS AND COLONISTS

Name	<i>Brrkat</i>	STR 7	DEX 6	END 7	INT 6	EDU 6	SOC 6
Age	26	Career(s) <i>Army (Infantry, 2 terms)</i>					
Skills	<i>Athletics, Gun Combat, Heavy Weapons, Recon, Survival</i>						
Equipment	<i>Cloth Armour (3), Grenade Launcher, Laser Pistol</i>						
Character	<i>Brrkat is a Hiver Soldier, one of many that serve along the corporation hives and in large groups of colony defence forces. He is equipped with sophisticated weapons for his kind, directed energy being a relatively new technology for them in regards to warfare. Much of the fighting for the Hivers is done by combat robots; living soldiers are a rare breed.</i>						
							Subtitle(s) Colony Defence

Name	<i>Eeegak</i>	STR 6	DEX 5	END 6	INT 8	EDU 8	SOC 5
Age	34	Career(s) <i>Marines (Ground Assault, 4 terms)</i>					
Skills	<i>Drive, Explosives, Gun Combat 2, Heavy Weapons 2, Leadership, Tactics 2</i>						
Equipment	<i>ATV, Grenades, Mesh Armour, RAM, Transceiver</i>						
Character	<i>Though much of the fighting the Hiver do is mechanised, there is still a need for military specialists in the field. Eeegak is a Hiver Overseer, a commander and mobilised soldier with command access to troops and a vehicle for range and reaction speed. He is heavily armed and capable of, with a single signal, summoning everything from troops to an orbital bombardment.</i>						
							Subtitle(s) Hiver General

Name	<i>Hullnak</i>	STR 7	DEX 5	END 7	INT 6	EDU 5	SOC 6
Age	30	Career(s) <i>Navy (Line/Crew, 3 terms)</i>					
Skills	<i>Admin, Comms, Computer, Gunnery, Navigation, Pilot 2, Sensors</i>						
Equipment	<i>ACR, Cloth Armour (3), Commdot, Hand Computer Modules</i>						
Character	<i>Hullnak serves aboard one of the Hiver starships, a rare posting as the Hiver are a mostly land bound race as befits their burrowing ancestry. He, as most of his kind do, serves a number of roles at once, handling tactical and navigation from the side-by-side consoles and initiating flight orders for the similarly multitasking pilots of the massive vessel.</i>						
							Subtitle(s) Naval Officer

Name	<i>Mrkmrk</i>	STR 6	DEX 4	END 7	INT 6	EDU 6	SOC 5
Age	30	Career(s) <i>Citizen (Colonist, 3 terms)</i>					
Skills	<i>Athletics, Comms, Engineer (geological), Mechanic, Trade (mining) 2</i>						
Equipment	<i>Digging vehicle, Tools</i>						
Character	<i>New colonies for the Hivers are dug rather than built whenever they can be. It suits their sense of aesthetics and it also offers climate and atmosphere advantages over dome and overland structures. Mrkmrk is in charge of one of the digging rigs, a large machine that does the tunnelling on worlds where the Hiver cannot bring living snohl to dig instead.</i>						
							Subtitle(s) Professional Digger

Name	<i>Sskassta</i>	STR 7	DEX 5	END 6	INT 6	EDU 5	SOC 9
Age	26	Career(s) <i>Citizen (Colonist, 3 terms)</i>					
Skills	<i>Athletics, Comms, Engineer (agricultural), Mechanic, Trade (farming)</i>						
Equipment	<i>Comm, Plant Samples, Tools</i>						
Character	<i>The Hiver have raised the tending of fungal farms to a high art, a sort of mushroom and fungi ascendancy whereby those who grow the shelf and column foodstuffs are afforded a greater place in society than other races. Sskassta is a newcomer to the art but he is already reaping the rewards, his vast colony very grateful for the consumables he provides them.</i>						
							Subtitle(s) Fungus Farmer

ALIENS, OUTCASTS AND THE FRINGE

Name	Vikkaz	STR 6	DEX 4	END 7	INT 8	EDU 7	SOC 8
Age	34	Career(s) <i>Citizen (Corporate, 4 terms)</i>					
Skills	<i>Admin 2, Advocate 2, Broker, Diplomat 2, Leadership, Steward</i>						
Equipment	<i>Comm Harness</i>						
Character	<i>Vikkaz is an adminder, an administrative governor watching over a small collective of family hives around a larger city hive. He is responsible to his superiors for the goings on in the hives under his authority and he can even be held accountable for laws that get broken within them. Needless to say, he can be very strict and is not terribly popular.</i>						
							Subtitle(s) Colony Adminder

HIVERS – COVERT AGENCIES

Name	Brzzat	STR 6	DEX 4	END 6	INT 7	EDU 7	SOC 6
Age	30	Career(s) <i>Agent (Intelligence, 3 terms)</i>					
Skills	<i>Comms, Computers, Deception 2, Gun Combat, Recon 2</i>						
Equipment	<i>Autorifle, Comm Harness, Hand Computer</i>						
Character	<i>Brzzat is a member of one of the Hiver covert agencies, groups that work in secret in order to function without the notice or interference of outside species or their own people. Brzzat's agency deals with genetic purity, a need brought on by the fact that their spawn often do not have natural enemies to winnow them out any more. He does that for them.</i>						
							Subtitle(s) Genetic Purity

Name	Dtkkaaz	STR 7	DEX 4	END 7	INT 8	EDU 6	SOC 6
Age	34	Career(s) <i>Agent (Law Enforcement, 4 terms)</i>					
Skills	<i>Comms, Computers, Deception 2, Gun Combat, Investigate 2</i>						
Equipment	<i>Autopistol, Comm Harness</i>						
Character	<i>Dtkkaaz is one of many Hivers in charge of maintaining the racial quarantine his kind put in place around several planets that border or transect Hiver space. He watches the borders, does evaluations of the quarantined peoples and makes recommendations as to whether or not the barrier should be lowered and re-education allowed to commence.</i>						
							Subtitle(s) Racial Quarantine

Name	Fazzat	STR 6	DEX 5	END 6	INT 9	EDU 8	SOC 7
Age	26	Career(s) <i>Agent (Corporate, 2 terms)</i>					
Skills	<i>Comms, Computers, Deception 2, Engineer (robotics), Gun Combat</i>						
Equipment	<i>Comm Harness, Tool Kit, Servitor</i>						
Character	<i>While they happily use their robotic industry in their own wars, the Hivers are wary about offering their machines to the militaries of other species. They do so very rarely and never without having an agent like Fazzat check out the intended customer to ensure they can be trusted to both use the robots responsibly and keep their origins a secret.</i>						
							Subtitle(s) Combat Robots

Name	Jrrzah	STR 5	DEX 3	END 8	INT 9	EDU 8	SOC 5
Age	26	Career(s) <i>Agent (Law Enforcement, 2 terms)</i>					
Skills	<i>Admin, Comms, Computers 3, Investigate</i>						
Equipment	<i>Comm Harness, Computer (TL 12)</i>						
Character	<i>The Hivers are not an especially duplicitous race but as their exposure to other cultures continues, they have learned how to defend themselves against espionage. Of particular concern to them is the concept of computer crimes; this has prompted them to put together their own teams of agents that can both defend them from such attacks and retaliate.</i>						
							Subtitle(s) Computer Espionage

ALIENS, OUTCASTS AND THE FRINGE

Name	Nzataz	STR 6	DEX 5	END 7	INT 8	EDU 9	SOC 9
Age	30	Career(s) Agent (Corporate, 3 terms)					
Skills	Comms, Computers, Deception 2, Engineer (genetics) 2, Gun Combat, Medic						
Equipment	Comm Harness, Stunner						
Character	There are those Hivers that cannot help but look at other races and think, 'if only that hideously ugly life form had a...' The rest of the thought is about something that would make the creature more useful to the Hiver. Nzataz is an agent in service to Hiver scientists that work on making that thought a reality, gathering 'volunteers' for the work.						
							Subtitle(s) Genetic Modification

Name	Sorrkz	STR 6	DEX 6	END 6	INT 7	EDU 6	SOC 6
Age	38	Career(s) Agent (Intelligence, 5 terms)					
Skills	Admin 2, Broker 2, Computers, Deception, Gun Combat, Persuade						
Equipment	Comm Harness, Hand Computer, Laser Pistol						
Character	The Hiver obsession with numbers was inevitably going to lead to a fascination with economics in a material sense. The financial cartels are hives with a focus on winning the 'game' of galactic wealth, doing all they can to ensure their race is the one with the lion's share of credits and fiscal power in the Imperium. In that, there is always more to do.						
							Subtitle(s) Financial Cartels

HUMANITII – THE INSANE

Name	Anthony Carver	STR 5	DEX 6	END 7	INT 8	EDU 8	SOC 6
Age	30	Career(s) Navy (Flight, 3 terms)					
Skills	Astrogation, Gun Combat, Gunnery, Pilot (spacecraft) 2, Vacc Suit, Zero-G						
Equipment	Autopistol, Commdot, Flak Jacket, Vacc Suit						
Character	After a mission went horribly wrong and Anthony lost his squadron during a flyby of a red dwarf, Anthony became convinced that his men were not killed but instead transported to another part of the galaxy because of the sun's event horizon. He is certain that he can rejoin them safely. Now all he needs is a ship; any ship with a jump drive will do.						
							Subtitle(s) Sun Diver

Name	Brickton Laane	STR 8	DEX 6	END 8	INT 6	EDU 5	SOC 4
Age	34	Career(s) Rogue (Enforcer, 4 terms)					
Skills	Athletics, Gun Combat 2, Melee (unarmed), Streetwise 2						
Equipment	Comm (TL 8), Snub Pistol						
Character	Brickton's transport was hit by pirates and all the convicts released as a sort of perverse 'professional courtesy'. Making his way to a nearby system, Brickton and the others had to ditch the crippled ship and go it on foot. Everyone else has been caught or killed. Now he is all alone and he will be damned if he is going back to prison, no matter what it takes.						
							Subtitle(s) Escaped Convict

Name	Edwyn 'Ice' Trask	STR 6	DEX 8	END 7	INT 7	EDU 8	SOC 8
Age	26	Career(s) Agent (Law Enforcement, 2 terms)					
Skills	Deception, Gun Combat, Investigate, Stealth 2, Streetwise						
Equipment	Autopistol, Cloth Armour, Knife						
Character	Edwin was such a cold cop on the beat, never showing any emotion, that the other men called him Ice. He took it as a compliment and when a conviction failed and he had to clean up after a man he had arrested slaughtered a family, ice started running through his veins too. Now he just kills criminals. Trouble is, he is having trouble telling the difference.						
							Subtitle(s) Vigilante

ALIENS, OUTCASTS AND THE FRINGE

Name	Lissie Skellog	STR 4	DEX 5	END 6	INT 5	EDU 6	SOC 7
Age	22	Career(s) <i>Citizen (Corporate)</i>					
Skills	<i>Admin, Advocate, Broker, Persuade</i>						
Equipment	<i>Comm (TL 10), Nice Clothes</i>						
Character	<i>Lissie had her whole life planned out and the climax of it was supposed to be a wedding among the stars with a rich, handsome man. When the time came, that rich, handsome man left her at the space station chapel altar and broke her heart. He broke more than that, actually. Lissie now latches maniacally on to anyone she sees that reminds her of him.</i>						
	Subtitle(s) Jilted Bride						

Name	Martin Korlin	STR 5	DEX 9	END 6	INT 7	EDU 7	SOC 6
Age	30	Career(s) <i>Rogue (Thief, 3 terms)</i>					
Skills	<i>Computers 2, Deception, Engineer (jump drives), Mechanic, Recon, Streetwise</i>						
Equipment	<i>Commdot, Work Clothes</i>						
Character	<i>Martin has tried his whole life to be a normal person and work a normal job. He is a competent technician and can usually get hired on as a ship's engineer when he tries. The trouble is his 'habit' always starts up once he gets into space and sooner or later he ends up taking something that gets noticed. Then he gets caught and ditched, the story of his life.</i>						
	Subtitle(s) Kleptomaniac						

Name	Patricia Riddle	STR 5	DEX 6	END 6	INT 7	EDU 6	SOC 6
Age	30	Career(s) <i>???</i>					
Skills	<i>Computers, Language, Persuade</i>						
Equipment	<i>Commdot</i>						
Character	<i>Patricia calls herself that because that was the name of the first woman she met when she woke up on a strange starship with no one else aboard. Even after being rescued from the Vilani derelict, her memory has not returned. She has a nice voice and can use a computer. She knows a little bit of several different languages. Past that, she is a total riddle.</i>						
	Subtitle(s) Amnesiac						

HUMANITII – TRIBALS AND LOW TECH

Name	Aulf Otag	STR 8	DEX 6	END 9	INT 5	EDU 4	SOC 5
Age	26	Career(s) <i>Drifter (Barbarian, 2 terms)</i>					
Skills	<i>Animals (training), Athletics, Melee (blade) 2, Survival</i>						
Equipment	<i>Broadsword, Combat Drugs, Jack</i>						
Character	<i>Aulf is a primitive warrior on a primitive world, one of the best in his tribe. In battle, he strips to naught but his leather jack and paints 'magical' runes on his skin with bloodberry juice. The juice has a slight natural hallucinogenic and an analgesic effect, making him and his band feel as invincible as the Gods whose honour they defend in vicious battle.</i>						
	Subtitle(s) Wild Warrior						

Name	Duul the Bloodletter	STR 5	DEX 7	END 5	INT 7	EDU 6	SOC 9
Age	30	Career(s) <i>Scholar (Physician, 3 terms)</i>					
Skills	<i>Advocate, Life Science (phlebotomy), Medic 2, Streetwise</i>						
Equipment	<i>Bone Saw, Leeches, Primitive Medicines, Tools</i>						
Character	<i>Duul is a barbaric man for a barbaric time, a 'doctor' whose tools of choice and harsh necessity tend to kill more patients than they help. He is particularly fond of using leeches for every ailment from influenza to skin irritations. Going to the river to fetch new ones is one of his favourite pastimes. He tries to get ones that seem thin; those are hungry.</i>						
	Subtitle(s) Primitive Medic						

ALIENS, OUTCASTS AND THE FRINGE

Name	<i>Hill-Speaker Otabo</i>	STR 5	DEX 5	END 6	INT 6	EDU 7	SOC 12
Age	38 Career(s) <i>Nobility (Administrator, 5 terms)</i>						
Skills	<i>Admin, Art (oratory) 2, Carouse, Diplomat, Melee, Persuade 3</i>						
Equipment	<i>Ceremonial Robes, Knife, Staff</i>						
Character	<i>The Hill-Speaker speaks for the hills and the tribes that live in them. A visionary in that he has gathered several tribes together under one banner for protection, he leads through the power of persuasion and he dreams of a peaceful future once the tribes benefit from shared learning and common protection. That said, he is fiercely paranoid of outsiders.</i>						
	Subtitle(s) Tribal Leader						

Name	<i>Knight-Errant Kargon</i>	STR 7	DEX 6	END 8	INT 6	EDU 6	SOC 9
Age	26 Career(s) <i>Army (Cavalry, 2 terms)</i>						
Skills	<i>Animals (riding), Athletics, Melee (blade) 2, Tactics (military)</i>						
Equipment	<i>Blade, Lance, Primitive Mesh Armour, Riding Horse, Shield</i>						
Character	<i>Kargon rides the lands of his lord whenever it is his turn to go patrolling. He rides with an entourage of similar, if less skilled, warriors and several servants who come along for the purpose of making camps at night a more pleasant experience. He loves sleeping under an open sky, mostly because his keep is small and his world lacks decent plumbing.</i>						
	Subtitle(s) Medieval Knight						

Name	<i>Solphan the Seer</i>	STR 4	DEX 4	END 6	INT 8	EDU 7	SOC 10
Age	50 Career(s) <i>Scholar (Scientist, 8 terms)</i>						
Skills	<i>Advocate 2, Art (cartography), Persuade 3, Space Science (astronomy)</i>						
Equipment	<i>Charts and Maps, Library, Telescope</i>						
Character	<i>Ancient by his society's standards, Solphan has been a stargazer all his life and knows the magical concordance of every major star and heavenly body. An advisor to the local lords, he has been particularly vexed lately because of the 'moving stars' he keeps seeing. A new trade route has been established. It is only a matter of time now...</i>						
	Subtitle(s) Crazed Stargazer						

Name	<i>Widow Wyansly</i>	STR 5	DEX 5	END 5	INT 6	EDU 6	SOC 8
Age	30 Career(s) <i>Citizen (Corporate, 3 terms)</i>						
Skills	<i>Admin, Advocate, Broker 2, Diplomat, Steward</i>						
Equipment	<i>Fine Clothes</i>						
Character	<i>The widow Wyansly is recently alone, her husband dying in a building fire a few months ago. With no children of her own, the rumour is that she is barren and cannot bear a new husband any offspring. That makes even her sizable house a weak enticement for marriage. She is not entirely upset by this, wishing some dashing stranger would take her away.</i>						
	Subtitle(s) Childless Widow						

HUMANITII – VAGABONDS AND WANDERERS

Name	<i>Tatters Demalion</i>	STR 5	DEX 6	END 5	INT 6	EDU 6	SOC 4
Age	38 Career(s) <i>Drifter (Wanderer, 5 terms)</i>						
Skills	<i>Athletics, Deception, Recon, Stealth, Streetwise 4, Survival 2</i>						
Equipment	<i>Blanket, Old Clothes</i>						
Character	<i>No one knows who Tatters was before he wound up here. Even if someone asked him, Tatters would not tell. It is possible even he does not know. He looks older than he is and smells worse than anyone should. Those who can stand to be near him might actually find him to be pleasant company but no one ever bothers with poor old Tatters.</i>						
	Subtitle(s) Homeless						

ALIENS, OUTCASTS AND THE FRINGE

Name	Frank Stevelin	STR 6	DEX 5	END 7	INT 9	EDU 8	SOC 9
Age	30 Career(s) Scholar (Physician, 3 terms)						
Skills	Advocate, Broker, Medic 2, Space Science (xenology), Streetwise						
Equipment	Commdot, Hand Computer, Nice Clothes, Satchel						
Character	Frank was a big time doctor once with a posting on a diplomatic station before his own demons did what alien attacks and psychic drama could not – stims made him have to leave his post. Resigning rather than get fired, he swore off the drugs and took a leave of absence. Now he is out among the stars, learning all he can and finding himself again.						
	Subtitle(s) Out on Walkabout						

Name	Herman Anders	STR 3	DEX 4	END 2	INT 6	EDU 8	SOC 9
Age	54 Career(s) Citizen (Corporate, 9 terms)						
Skills	Admin 2, Advocate 2, Broker, Diplomat 2, Persuade 3, Trade (manufacturing) 2						
Equipment	Comm (TL 8), Medical Equipment						
Character	Herman is fading and he knows it. He knows it will only be a matter of time before he just does not wake up in the morning. His whole life was spent in the service of a megacorporation and now a degenerative nerve disease is going to steal him away before he hits 60. He has money, though, and with it he is going to wander until he the end.						
	Subtitle(s) Waiting to Die						

Name	Lester Kallibraugh	STR 5	DEX 7	END 7	INT 8	EDU 6	SOC 10
Age	58 Career(s) Army (Cavalry, 10 terms)						
Skills	Drive 2, Diplomat, Gun Combat 3, Gunnery 2, Leadership 3, Tactics 2						
Equipment	Autopistol, Flak Jacket, Hand Computer						
Character	Lester fought on a dozen worlds beneath the stars and never took the time to look up and appreciate them. Now that he is a retired General with enough medals to make into a suit of battle dress, all that has changed. Now he has nothing but time. It is hard to travel incognito when you are famous but the farther he goes, the easier it seems to get.						
	Subtitle(s) Once Great Warrior						

Name	Nelson Amber	STR 6	DEX 6	END 6	INT 8	EDU 8	SOC 7
Age	30 Career(s) Navy (Line/Crew, 3 terms)						
Skills	Comms, Gun Combat, Gunnery 2, Pilot, Sensors, Tactics (naval)						
Equipment	Commdot, Stub Pistol						
Character	Nelson was the officer on watch the day his ship encountered a new alien life form. The aliens approached their vessel but refused to reply to hails. Though he was following protocols when he ordered a shot across the ships' bow, the resultant fire fight cost hundreds of lives on both sides. He resigned from the navy and has been running from that ever since.						
	Subtitle(s) Driven by Guilt						

Name	'Quickling' McGee	STR 6	DEX 12	END 6	INT 7	EDU 6	SOC 7
Age	34 Career(s) Rogue (Enforcer, 4 terms)						
Skills	Carouse, Deception, Gambler, Gun Combat 4, Streetwise						
Equipment	Cloth Armour (5), Duster, Laser Pistol						
Character	Quickling has always been fast, almost faster than any human has the right to be. His reaction speed and amazing aim made him a natural gunslinger and he fell in with a gang before he turned 18. Now the gang is long gone but Quickling remains. He wanders from port-to-port, looking for someone, anyone who can offer him a blaze of glory.						
	Subtitle(s) Great Gunfighter						

K'KREE - SERVANTS

Name	A'atar	STR 10	DEX 6	END 12	INT 6	EDU 6	CST 5
Age	30	Career(s) <i>Citizen (Worker, 3 terms)</i>					
Skills	<i>Athletics, Computer, Survival, Trade (farming) 2</i>						
Equipment	<i>Comm (TL 10), Implements</i>						
Character	<i>A'atar is a farmer, a noble if unsung profession among his people. Herbivores that they are, the K'kree derive all their sustenance from farms like the one he tends along with his extended family and several others from the local herd. His farm is particularly famous for sweet berries that he manages to somehow coax into growing all year long.</i>						
							Subtitle(s) Agrarian Farmer

Name	Bu'aglak	STR 11	DEX 5	END 11	INT 7	EDU 5	CST 6
Age	26	Career(s) <i>Citizen (Worker, 2 terms)</i>					
Skills	<i>Athletics, Engineering (civil), Survival, Trade (landscaping)</i>						
Equipment	<i>Commdot, Tiller</i>						
Character	<i>Because farms and agriculture are so central to any large gathering of the K'kree, one of the primary requirements for any such settlement is a steady water supply. Rather than be tied to natural sources that may be too far from other desirable areas, the K'Kree have people like Bu'aglak use powered tools to dig deep but artful aqueducts for their use.</i>						
							Subtitle(s) Irrigation Trencher

Name	D'd'dorak	STR 12	DEX 6	END 11	INT 6	EDU 6	CST 5
Age	34	Career(s) <i>Citizen (Worker, 4 terms)</i>					
Skills	<i>Athletics, Computer, Mechanic, Survival, Trade (manufacturing) 2</i>						
Equipment	<i>Comm (TL 10), Tool Kit</i>						
Character	<i>The K'Kree may be agrarian but they are still a technologically advanced race with a long history of integrating technology into their lives. Much of this technology is locally manufactured and produced from raw materials mined and processed on site. D'd'dorak is a self-sufficient worker, taking ore from slag to steel to creating finished products on demand.</i>						
							Subtitle(s) Factory Worker

Name	K'shuud	STR 11	DEX 7	END 12	INT 6	EDU 5	CST 5
Age	30	Career(s) <i>Citizen (Worker, 3 terms)</i>					
Skills	<i>Admin, Advocate 2, Athletics, Computer, Medic, Persuade 2</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>With the K'kree gathered in such large groups, it can be hard to maintain families as cohesive units. Parents often have to work to sustain their groups, giving rise to the need for tenders. These servant K'kree are a combined nurse and family caretaker, managing households and providing much needed help for often radically overworked mothers and aunts.</i>						
							Subtitle(s) Herd Tender

Name	Ma'atalak	STR 10	DEX 6	END 11	INT 7	EDU 6	CST 6
Age	22	Career(s) <i>Citizen (Worker)</i>					
Skills	<i>Athletics, Computer, Engineer (civil), Trade (construction)</i>						
Equipment	<i>Comm (TL 10), Uniform, Tool Kit</i>						
Character	<i>The K'kree are culturally claustrophobic but they still need shelter. The task of building effective structures without making their people feel confined or trapped is a task for skilled civil engineers like Ma'atalak. He is one of many who craft the low, wide domiciles that the K'kree call home, sprawling affairs with curtains for walls and open skylights.</i>						
							Subtitle(s) City Builder

Name	<i>Uth'ashad</i>	STR 11	DEX 7	END 13	INT 6	EDU 6	CST 6
Age	38	Career(s) <i>Citizen (Worker, 5 terms)</i>					
Skills	<i>Admin, Athletics, Computer, Diplomacy, Mechanic, Steward 3</i>						
Equipment	<i>Comm (TL 10), Uniform</i>						
Character	<i>Uth'ashad could never tell someone from outside the K'kree culture what it is she does for her assigned family. Unable to have children of her own, she minds those of the family but her duties also include cleaning, laundry, general maintenance of the home and anything else the nobles of the house ask of her. While not a slave, she might seem like one.</i>						
	Subtitle(s) Household Servant						

K'KREE - MERCHANTS

Name	<i>B'butar</i>	STR 12	DEX 6	END 11	INT 7	EDU 8	CST 8
Age	30	Career(s) <i>Citizen (Corporate, 3 terms)</i>					
Skills	<i>Admin 2, Advocate, Broker, Diplomacy, Streetwise</i>						
Equipment	<i>Commdot, Ledger</i>						
Character	<i>B'butar manages an open air market for a huge herd of K'kree, a businessman though few aliens would understand him to be such if they watched how he handles the bazaar. At a K'kree market, no money changes hands and often goods are simply taken with naught but a greeting left in their place. This is due to the K'kree concept of communal property.</i>						
	Subtitle(s) Market 'Owner'						

Name	<i>Ear'a'ashan</i>	STR 13	DEX 6	END 10	INT 7	EDU 7	CST 8
Age	34	Career(s) <i>Citizen (Worker, 4 terms)</i>					
Skills	<i>Athletics, Computer, Diplomacy, Engineer (electronics), Mechanic 3</i>						
Equipment	<i>Comm (TL 10), Tool Kit</i>						
Character	<i>Being large and very strong by nature, it is not uncommon for things in a K'kree house to become damaged or outright broken from normal wear and tear. Ear'a'ashan is a fixer, a member of the merchant caste that repairs everything from busted lights to computers that have been stepped on and crushed underhoof. Sometimes, things are even beyond him.</i>						
	Subtitle(s) Herd Fixer						

Name	<i>G'gular</i>	STR 12	DEX 6	END 11	INT 6	EDU 8	CST 7
Age	26	Career(s) <i>Citizen (Worker, 2 terms)</i>					
Skills	<i>Athletics, Computer 2, Engineer (electronics), Mechanic</i>						
Equipment	<i>Comm (TL 10), Hand Computer, Tool Kit</i>						
Character	<i>G'gular is a retrofitter, an engineer who takes alien machines, mostly computers, and rebuilds them to better suit the needs and physiologies of the K'kree. One of the main obstacles the K'kree have in using alien technology is how fragile much of it can be. He adds high-impact forms of interface and re-engineers the devices to better serve the herd.</i>						
	Subtitle(s) Computer Engineer						

Name	<i>Guh'gapel</i>	STR 12	DEX 7	END 13	INT 7	EDU 7	CST 8
Age	34	Career(s) <i>Citizen (Corporate, 4 terms)</i>					
Skills	<i>Admin 2, Advocate 2, Broker 2, Leadership, Streetwise</i>						
Equipment	<i>Commdot</i>						
Character	<i>Managing all the needs of a herd can be a massive undertaking, especially if it also has dealings with outsiders or has political differences with neighbouring herds. Guh'gapel is in exactly that sort of predicament; his nobles expect him to guide a herd of tens of thousands while a major territorial war rages and the Imperium has a delegation present.</i>						
	Subtitle(s) City Administrator						

ALIENS, OUTCASTS AND THE FRINGE

Name	<i>Tar'taga</i>	STR 11	DEX 6	END 10	INT 8	EDU 8	CST 8
Age	30	Career(s) <i>Citizen (Corporate, 3 terms)</i>					
Skills	<i>Admin, Advocate 2, Broker 3, Diplomacy, Leadership</i>						
Equipment	<i>Commdot</i>						
Character	<i>As strange as outsiders can be, they often bring wonderful goods with them to trade. While money is not entirely a comfortable concept for the K'kree, a few of them understand it very well. Tar'taga not only understands the value of credits but has actually become a little obsessed with them. She constantly advocates for alien business, looking to get more.</i>						
							Subtitle(s) Alien Advocate

Name	<i>V'kulu</i>	STR 10	DEX 5	END 11	INT 9	EDU 10	CST 7
Age	22	Career(s) <i>Scholar (Scientist)</i>					
Skills	<i>Advocate, Art (illumination), Computer, Languages, Social Science (Linguistics)</i>						
Equipment	<i>Hand Computer, Scribe's Tools</i>						
Character	<i>V'kulu is a K'kree scribe, a writer of words and an aspiring poet. Because the K'Kree language can be so complex, special members of the herd are set aside and educated to write it for those who need their thoughts and deeds recorded. Being a scribe for a noble family like the one V'kulu is attached to is a great honour. If only they liked his poems.</i>						
							Subtitle(s) Family Scribe

K'KREE - NOBLES

Name	<i>B'buh'bora</i>	STR 11	DEX 6	END 12	INT 6	EDU 8	CST 9
Age	38	Career(s) <i>Citizen (Corporate, 5 terms)</i>					
Skills	<i>Admin 2, Advocate 3, Broker 2, Diplomacy, Leadership 2</i>						
Equipment	<i>Commdot</i>						
Character	<i>B'buh'bora is a very even-tempered K'kree, a strong but firm man with resolve like a stone. He does not get upset and he never loses his temper. When one is dealing with a corporation full of young colts all trying to understand Imperium finance and outdo each other by any means they can, that kind of calm willpower is very important in a leader.</i>						
							Subtitle(s) Business Leader

Name	<i>D'aur'dush</i>	STR 12	DEX 5	END 12	INT 8	EDU 7	CST 10
Age	30	Career(s) <i>Nobility (Advocate, 3 terms)</i>					
Skills	<i>Admin, Advocate 2, Broker, Leadership, Persuade</i>						
Equipment	<i>Comm (TL 10), Hand Computer, Servants</i>						
Character	<i>As the mother of a large family and the de facto leader of a large herd, D'aur'dush is often kept too busy to actually enjoy her status or her life. Few women rise to any level of authority in K'kree society. They do not really even have a caste aside from their family's or their husband's. To rule over a herd, even as just the power behind the throne, is novel.</i>						
							Subtitle(s) House Matron

Name	<i>Hal'korah</i>	STR 11	DEX 8	END 13	INT 7	EDU 8	CST 9
Age	34	Career(s) <i>Citizen (Worker, 4 terms)</i>					
Skills	<i>Admin 2, Computer, Leadership, Mechanic, Trade (mining) 2</i>						
Equipment	<i>Comm (TL 10), Tool Kit</i>						
Character	<i>Hal'korah is a miner by trade but a noble by caste. He rarely feels the latter, spending most of his days in the tunnels of his herd's heavy metal's mine. Though most K'kree are intensely claustrophobic, he has never felt that way. He also does not act much like a noble, his only real sign of it being how well he runs his mining operation and his men.</i>						
							Subtitle(s) Mining Overseer

ALIENS, OUTCASTS AND THE FRINGE

Name	<i>K'ano'kraa</i>	STR 9	DEX 6	END 10	INT 8	EDU 7	CST 10
Age	30 Career(s) <i>Nobility (Diplomat, 3 terms)</i>						
Skills	<i>Admin, Advocate 2, Language 2, Leadership, Persuade</i>						
Equipment	<i>Comm (TL 10), Hand Computer, Servants and Family Entourage</i>						
Character	<i>Though the Imperium world that K'ano'kraa has been stationed to as a diplomat is happy to have a luminary like him on it, no one warned the local government that they were getting almost 30 K'kree in a single delegation. 'Kano' has no idea what all the trouble is about; he thought only bringing servants, parents and his immediate family was sparse.</i>						
	Subtitle(s) Imperium Diplomat						

Name	<i>Nur'nodar</i>	STR 12	DEX 7	END 12	INT 6	EDU 6	CST 11
Age	34 Career(s) <i>Army (Cavalry, 4 terms)</i>						
Skills	<i>Admin, Advocate, Gun Combat, Heavy Weapons, Leadership 2, Tactics</i>						
Equipment	<i>Autorifle, Flak Barding</i>						
Character	<i>Nur'nodar is a famous general on his world, a noble leader of warriors on the plains of battle and a fierce combatant with many victories to his name. He has never abused that legacy, though he does allow it to provide him with the luxuries in life he feels he has earned. Knowing he will be going to war again, probably soon, he is determined to live life now.</i>						
	Subtitle(s) War Leader						

Name	<i>Pel'a'nano'si</i>	STR 10	DEX 5	END 11	INT 7	EDU 6	CST 12
Age	42 Career(s) <i>Nobility (Advocate, 6 terms)</i>						
Skills	<i>Admin, Advocate 2, Broker, Carouse, Leadership 3, Persuade</i>						
Equipment	<i>Commdot, Servants and Sub-herds</i>						
Character	<i>Noble life suits Pel'a'nano'si very well. He is a leader in every sense of the word and although he is getting older, he has not slowed down much, if at all. He has everything he could want, including a strong gathering of warriors and bodyguards to ensure that he keeps it. He secures his legacy the best way of all; he treats his herd better than anyone else.</i>						
	Subtitle(s) Herd Father						

K'KREE - WARRIORS

Name	<i>B'nosh</i>	STR 12	DEX 6	END 12	INT 6	EDU 6	CST 9
Age	34 Career(s) <i>Army (Cavalry, 4 terms)</i>						
Skills	<i>Drive 2, Gun Combat, Gunnery 2, Heavy Weapons, Recon</i>						
Equipment	<i>Assault Rifle, Flak Barding, Tank</i>						
Character	<i>Most other races would not believe it if they were told the K'kree had mechanised forces but they do. The vehicles may be designed strangely to accommodate their hooves and elongated bodies but they have them. Moreover, the larger size of K'kree tanks allows them to carry a staggering array of weapons, making B'nosh's tank a veritable arsenal of doom.</i>						
	Subtitle(s) Cavalry Fighter						

Name	<i>Eai'ka'vah</i>	STR 15	DEX 7	END 14	INT 6	EDU 7	CST 8
Age	30 Career(s) <i>Marine (Ground Assault, 3 terms)</i>						
Skills	<i>Athletics, Battle Dress, Gun Combat, Heavy Weapons 2, Vacc Suit</i>						
Equipment	<i>Battle Dress with Comms and Medikit, Laser Carbine, RAM</i>						
Character	<i>Soldiers like Eai'ka'vah are some of the most visually impressive in the galaxy, three metre tall warriors in powered armour with weapons bigger than most sentient beings. Eai'ka'vah is a proud soldier of his people, towering over his enemies and delighting in the rain of fire and death that his weapons allow. His herd expects great things of him.</i>						
	Subtitle(s) Heavy Armour						

ALIENS, OUTCASTS AND THE FRINGE

Name	<i>Hi'aiash</i>	STR 12	DEX 6	END 12	INT 7	EDU 6	CST 8
Age	26	Career(s) <i>Army (Cavalry, 2 terms)</i>					
Skills	<i>Athletics 2, Gun Combat, Heavy Weapons, Recon, Tactics</i>						
Equipment	<i>ACR, Flak Barding, Grenades</i>						
Character	<i>The K'kree are born and built to run. Hi'aiash is a military skirmisher, a rapid response soldier with decent firepower and armour cut to allow him to maximise his superior ground speeds. Used to scout he rarely runs alone. Like every other aspect of the K'kree race, his unit is built to operate in herds, offering fast, massed assaults.</i>						
							Subtitle(s) Rapid Assault

Name	<i>L'lur'ai</i>	STR 13	DEX 7	END 11	INT 6	EDU 6	CST 7
Age	22	Career(s) <i>Army (Support)</i>					
Skills	<i>Admin, Comms, Computers, Gun Combat, Mechanic</i>						
Equipment	<i>Autorifle, Flak Barding, Spear</i>						
Character	<i>L'lur'ai is a new recruit, a warrior given the right to wear his first weapons. He is as proud as his parents are to be offered the honour of carrying their herd's halberd, an ancestral weapon believed to bring long life and fierce valour to its bearer. While that may merely be a myth, it is true that both his father and his grandfather are both still here.</i>						
							Subtitle(s) Young Soldier

Name	<i>O'oshah</i>	STR 12	DEX 6	END 14	INT 8	EDU 9	CST 8
Age	38	Career(s) <i>Army (Support, 5 terms)</i>					
Skills	<i>Admin, Comms 2, Computers, Gun Combat, Mechanic 2, Tactics</i>						
Equipment	<i>Autorifle, Flak Barding, Transceiver, Tool Kit</i>						
Character	<i>The battlefields of the K'kree tend to be vast like their plains of their homeworld. Wide and rolling, the battles that rage there can stretch on for kilometres in all directions and comprise of dozens of pockets of fighting with no line of sight to each other. O'oshah is vital in warfare like that, providing communications and connectivity across the vastness.</i>						
							Subtitle(s) Battlefield Support

Name	<i>Lur'ack'ai</i>	STR 13	DEX 6	END 12	INT 6	EDU 7	CST 9
Age	30	Career(s) <i>Rogue (Enforcer, 3 terms)</i>					
Skills	<i>Admin, Advocate, Gun Combat 2, Heavy Weapons, Leadership 2, Tactics</i>						
Equipment	<i>Autopistol, Bardiche, Ceremonial Flak Barding,</i>						
Character	<i>Service to nobles in his herd is a long-standing family tradition, one he should be proud to uphold as he is with this newest posting to the gathering of the Herd Father. Unfortunately, Lur'ack'ai is having a hard time celebrating his great fortune when his mind is constantly on Ap'ani, the Herd Father's youngest daughter and newly come of marriageable age.</i>						
							Subtitle(s) Noble's Bodyguard

VARGR - CITIZENS

Name	<i>Dhonno</i>	STR 6	DEX 6	END 6	INT 7	EDU 7	CHA 6
Age	26	Career(s) <i>Citizen (Worker, 2 terms)</i>					
Skills	<i>Admin, Drive, Streetwise, Trade (tailoring) 2</i>						
Equipment	<i>Fine Clothes, Sewing Kit</i>						
Character	<i>Vargr enjoy clothes, often the more outlandish the better. Dhonno is always on the watch for new fabrics and styles, even being so bold as to walk up to alien strangers and start handling their clothes to see how they are made. He is friendly and gregarious, willing to pay people to take off their garments for him. Oddly, many races react badly to the suggestion.</i>						
							Subtitle(s) Custom Tailor

ALIENS, OUTCASTS AND THE FRINGE

Name	Ghaenaar	STR 6	DEX 8	END 6	INT 7	EDU 6	CHA 7
Age	34	Career(s) <i>Citizen (Corporate, 4 terms)</i>					
Skills	<i>Admin 2, Advocate, Broker 2, Diplomacy, Leadership 2</i>						
Equipment	<i>Commdot</i>						
Character	<i>Ghaenaar is a wolf in sheep's clothing when it comes to business. He was introduced to the world of finance as a young pup by his merchant father. While he has no love for the caravan trips his family undertook, he adores the money involved. Being rich is the best thing in the world as far as Ghaenaar is concerned, a goal he is getting ever closer to reaching.</i>						
							Subtitle(s) Business Mogul

Name	Nogh	STR 6	DEX 8	END 6	INT 8	EDU 9	CHA 8
Age	26	Career(s) <i>Entertainer (Performer, 2 terms)</i>					
Skills	<i>Athletics, Advocate, Art (acting) 2, Carouse, Melee, Persuade, Streetwise</i>						
Equipment	<i>Comm, Long Cloak</i>						
Character	<i>His people adore action and fighting performances, two things Nogh excels at providing in his acting. While he is quite passable as an actual fighter, his style is very flashy, consisting of big flourishes and acrobatic movements that entertain the eye and quicken the pulse. In a real fight, he would be plastered on the first somersault.</i>						
							Subtitle(s) Famous Actor

Name	Raekkaar	STR 4	DEX 7	END 6	INT 7	EDU 6	CHA 5
Age	30	Career(s) <i>Citizen (Worker, 3 terms)</i>					
Skills	<i>Advocate, Computers, Life Science (gastronomy), Trade (gourmet cuisine) 2</i>						
Equipment	<i>Commdot, Cooking Tools, Garish Apron</i>						
Character	<i>Though many Vargr still have an urge to catch and eat live prey, their digestion is no longer able to cope with the complexities of fresh kills. Raekkaar has made a name for himself with his 'Mostly Dead Dishes', a series of cookbooks and a vid-show where he prepares meals with bleedingly fresh ingredients for a, no pun intended, rabid studio audience.</i>						
							Subtitle(s) Skilled Chef

Name	Thaerrgae	STR 5	DEX 6	END 6	INT 6	EDU 6	CHA 5
Age	30	Career(s) <i>Entertainer (Performer, 3 terms)</i>					
Skills	<i>Advocate, Athletics (long distance running) 2, Carouse, Navigate, Recon</i>						
Equipment	<i>Commdot, Uniform, Water Harness</i>						
Character	<i>Given their biology and physical structure, it should come as no surprise that most of the Vargr love to run. A few, like Thaerrgae, turn it into a career and run long distances in marathons and for sporting events. The greats like him can go a staggering number of kilometres at a time, pacing themselves and travelling the width of nations on their paws.</i>						
							Subtitle(s) Professional Runner

Name	Vueghza	STR 5	DEX 9	END 6	INT 6	EDU 7	CHA 6
Age	34	Career(s) <i>Entertainer (Performer, 4 terms)</i>					
Skills	<i>Advocate, Art (holography) 2, Diplomacy, Persuade, Streetwise</i>						
Equipment	<i>Camera Drone, Comm (TL 10)</i>						
Character	<i>Vueghza is a Vargr on a mission to get the truth to as many of his people as he can get to hear him. Vargr, with their notoriously fickle attention spans, can be hard pressed to sit through long broadcasts so he makes his news clips exactly that – clips of less than a minute apiece. Stringing 10 or 15 of them together, he gives the news throughout the day.</i>						
							Subtitle(s) Vargr Journalist

VARGR - LEADERS

Name	<i>Daenga</i>	STR 5	DEX 7	END 6	INT 5	EDU 6	CHA 8
Age	30	Career(s) <i>Citizen (Worker, 3 terms)</i>					
Skills	<i>Admin, Mechanic, Streetwise, Trade (factory work) 2</i>						
Equipment	<i>Comm (TL 8)</i>						
Character	<i>Daenga is a working man with a small family and a small house all his own. It is a simple life for a simple person and it is all he wants. With no ambitions besides family, his job and the social circle of his neighbours, he is an exemplary Vargr and a tribute to his town. In his home, he makes all the rules and no one questions him, not even his pups.</i>						
							Subtitle(s) Family Alpha

Name	<i>Eghegh</i>	STR 4	DEX 6	END 5	INT 7	EDU 8	CHA 9
Age	50	Career(s) <i>Nobility (Diplomat, 8 terms)</i>					
Skills	<i>Admin 4, Advocate 2, Language, Leadership 3, Persuade 3</i>						
Equipment	<i>Comm (TL 10), Hand Computer, Servants</i>						
Character	<i>On the Vargr world where Eghegh lives, leadership is based on age and service to the community. In both, he excels, having negotiated with rebel factions when he was younger and keeping the peace now that he is getting grey in the fur. Eghegh is a city elder, the leader of nearly half a million Vargr citizens. That alone is a minor miracle.</i>						
							Subtitle(s) City Elder

Name	<i>Khoghz</i>	STR 7	DEX 8	END 7	INT 8	EDU 7	CHA 10
Age	26	Career(s) <i>Citizen (Worker), Rogue (Enforcer)</i>					
Skills	<i>Athletics, Gun Combat, Leadership, Melee (bite), Streetwise, Trade (polymers)</i>						
Equipment	<i>Assault Rifle, Flak Jacket, Transceiver</i>						
Character	<i>Khoghz was a worker on an assembly extrusion line when the call came for all the men to come bow down to a new warlord. He and a few dozen other males walked off the job and headed with their families into the rat tunnels beneath the city. The others look to him for guidance but he is just as lost as they are. Still, someone has to lead and no one else is.</i>						
							Subtitle(s) Splinter Leader

Name	<i>Kornno</i>	STR 5	DEX 6	END 6	INT 6	EDU 8	CHA 9
Age	34	Career(s) <i>Army (Infantry, 3 terms), Nobility (Administrator)</i>					
Skills	<i>Admin, Advocate, Drive 2, Gun Combat 2, Leadership, Tactics</i>						
Equipment	<i>ACR, Cloth Armour (5), Commdot</i>						
Character	<i>Kornno has had enough of the weak, ineffectual government of his homeland. They sit by while millions starve, make themselves lazy and round like fur-ticks on the blood of the people while others suffer and laugh at their own cleverness. It is time for the injustice to end. If one Vargr must take a stand, so be it. His entire platoon has pledged to help.</i>						
							Subtitle(s) Would-be Overlord

Name	<i>Rruen</i>	STR 5	DEX 7	END 7	INT 9	EDU 9	CHA 11
Age	42	Career(s) <i>Nobility (Administrator, 6 terms)</i>					
Skills	<i>Admin 2, Advocate 2, Broker, Carouse, Leadership 2, Persuade 2, Streetwise</i>						
Equipment	<i>Commdot, Nice Clothes</i>						
Character	<i>Rruen is genuinely likable, a Vargr's Vargr. He is fiercely intelligent but does not talk down to anyone and his leadership policies make sense. The feeling among the Vargr of his world is that if anyone could unite their race as a single cohesive whole, it might be him. Of course, that in many ways just makes him a much bigger target than before.</i>						
							Subtitle(s) Popular President

Name	<i>Vigge Nu</i>	STR 8	DEX 6	END 9	INT 7	EDU 6	CHA 8
Age	30	Career(s) <i>Citizen (Colonist, 3 terms)</i>					
Skills	<i>Animals, Athletics, Jack of All Trades, Survival, Recon</i>						
Equipment	<i>Mesh Armour, Rifle</i>						
Character	<i>There are no rules on the distant colony worlds of the Vargr, none that anyone follows with any sort of regularity in any case. Vigge Nu is the 'leader' of his colony by dint of being the biggest and the meanest one there. He is not entirely unfair; life with him in charge is an improvement over the last 'top dog' where people were overworked and starving.</i>						
							Subtitle(s) Colony Top Dog

VARGR - FREEBOOTERS

Name	<i>Daengong</i>	STR 6	DEX 7	END 6	INT 5	EDU 7	CHA 8
Age	30	Career(s) <i>Rogue (Pirate, 3 terms)</i>					
Skills	<i>Athletics, Gambler, Gun Combat, Melee (blade), Recon, Vacc Suit</i>						
Equipment	<i>Blade, Commdot, Flak Jacket, Snub Pistol</i>						
Character	<i>Daengong is not a smart man but he is a free one. The muscle of sorts for a small pirate ship patrolling the edge of Vargr space and picks off alien travellers, he revels in the fights and loves the chase when his victims try to run. His crew actually prefer not to kill when they can help it but he sometimes has 'accidents'. No one argues when he does.</i>						
							Subtitle(s) Vargr Corsair

Name	<i>Etsgue</i>	STR 6	DEX 8	END 7	INT 7	EDU 6	CHA 6
Age	34	Career(s) <i>Citizen (Corporate, 2 terms)</i>					
Skills	<i>Admin, Advocate 3, Broker 2, Diplomacy, Language, Persuade</i>						
Equipment	<i>Comm (TL 10), Nice Clothes, Stunner</i>						
Character	<i>Travelling merchants are a bit of a tradition on Etsgue's world, a sort of caravan culture that has extended to include the stars. Etsgue has a small crew, the pilot of which owns her Far Trader and has indefinitely volunteered its use in exchange for a cut of the profits. Etsgue is fine with the arrangement. For him, the space travel is the whole point.</i>						
							Subtitle(s) Travelling Merchant

Name	<i>Khaekhrrae</i>	STR 5	DEX 7	END 6	INT 6	EDU 7	CHA 6
Age	26	Career(s) <i>Rogue (Enforcer, 2 terms)</i>					
Skills	<i>Athletics, Drive, Gun Combat (shotgun) 2, Melee (bite), Streetwise</i>						
Equipment	<i>Flak Jacket, Ground Car (bike), 2 Shotguns</i>						
Character	<i>Khaekhrrae owes no one any fealty; she serves herself alone. Out on the streets of her home city she rides her motorcycle and lives a fast, violent life moving from one gang to another offering to help out for a while in exchange for safe passage. She has been doing this long enough that she can cross the city in relative safety now, going anywhere she likes.</i>						
							Subtitle(s) Shotgun Gal

Name	<i>Ranrhi</i>	STR 4	DEX 9	END 6	INT 7	EDU 8	CHA 9
Age	30	Career(s) <i>Nobility (Dilettante, 3 terms)</i>					
Skills	<i>Athletics, Carouse 2, Flyer 2, Gun Combat, Melee, Persuade</i>						
Equipment	<i>Air/Raft, Autopistol, Cloak, Cloth Armour (3), Commdot, Cutlass</i>						
Character	<i>Ranrhi has what others might call an overabundance of personality. He loves his air raft, he loves wild living and adventure. He steals from anyone he finds with more than he has and gives generously to bars and ladies of whatever species catches his eye. Sooner or later he will get taken down; until then he is going to live like a king and love it.</i>						
							Subtitle(s) Sky Pirate

ALIENS, OUTCASTS AND THE FRINGE

Name	Rrzang	STR 5	DEX 8	END 7	INT 8	EDU 7	CHA 6
Age	22	Career(s) <i>Army (Infantry)</i>					
Skills	<i>Athletics, Drive, Gun Combat, Recon, Stealth</i>						
Equipment	<i>ACR, Cloth Armour (3), Comm (TL 10)</i>						
Character	<i>The army has been a good life for Rrzang, raised by a military school since he was left an orphan at a young age. He is a good, loyal soldier and he has a lot of potential. He almost has too much potential in the eyes of his commanders. His mind is sharp and his wits are quick. Some of them fear he will get bored with a simple life and muster out quickly.</i>						
							Subtitle(s) Vargr Foot Soldier

Name	Vaetsgue	STR 5	DEX 8	END 6	INT 9	EDU 8	CHA 7
Age	34	Career(s) <i>Scout (Surveyor, 4 terms)</i>					
Skills	<i>Astrogation, Comms, Pilot (small craft), Pilot (spacecraft) 2, Sensors, Recon</i>						
Equipment	<i>Autopistol, Hand Computer, Scout Ship</i>						
Character	<i>Vaetsgue loves to scout but it is not the thrill of discovery that suits him. He likes finding new worlds and interesting stellar phenomena but the real joy in the stars for Vaetsgue is the speed. His ship moves very fast and he can feel it when it does. Every time he finds a way to upgrade his drives, he does so. He needs more speed, as much as he can get.</i>						
							Subtitle(s) Star Voyager

VARGR – THE ASSIMILATED

Name	Dzue	STR 5	DEX 7	END 6	INT 7	EDU 6	SOC 4
Age	26	Career(s) <i>Agent (Intelligence, 2 terms)</i>					
Skills	<i>Computers, Drive, Gun Combat, Investigate 2, Recon</i>						
Equipment	<i>Autopistol, Cloth Armour (3), Comm (TL 10)</i>						
Character	<i>Dzue is a secret agent, an operative on a planet with a fairly mixed alien population. He is always working at least two cases, rarely sleeps and has a gift for rooting out the truth. He is even tempered but he did go on report for attacking a fellow agent who compared him to a bloodhound. He had to apologise when someone explained it was a compliment.</i>						
							Subtitle(s) Agent K-9

Name	Ghzoe	STR 4	DEX 7	END 5	INT 6	EDU 5	SOC 5
Age	30	Career(s) <i>Drifter (Wanderer, 3 terms)</i>					
Skills	<i>Athletics, Jack of All Trades, 2, Language, Survival, Trade</i>						
Equipment	<i>Knife, Satchel</i>						
Character	<i>Ghzoe is a sad example of an assimilated Vargr, an alien on a strange world with no real ability to fit in anywhere. He has tried but every time he gets a job he ends up failing at it because his natural instincts make it hard for him to perform well or he does not understand the work well enough. The less said about his brief stint at the local petting zoo, the better.</i>						
							Subtitle(s) Dog Out of Luck

Name	Larramy	STR 5	DEX 8	END 6	INT 7	EDU 8	SOC 4
Age	22	Career(s) <i>Citizen (Worker)</i>					
Skills	<i>Admin, Advocate, Engineer, Mechanic, Trade (maintenance)</i>						
Equipment	<i>Tool Kit, Work Clothes</i>						
Character	<i>Accidentally abandoned by a merchant crew who were attacked and killed by pirates on their way out of the system, Larramy has had to rely on his basic but effective mechanic skills to get by for several years now. His real name is much like Larramy, the one these humans call him, and he has become used to dog jokes. He hardly ever strangles people now.</i>						
							Subtitle(s) Dockside Mechanic

ALIENS, OUTCASTS AND THE FRINGE

Name	<i>Ku</i>	STR 6	DEX 7	END 6	INT 6	EDU 6	SOC 4
Age	30	Career(s) <i>Rogue (Enforcer, 3 terms)</i>					
Skills	<i>Athletics, Gun Combat 2, Melee (bite), Physical Science (chemistry), Streetwise</i>						
Equipment	<i>Autopistol, Flak Jacket, Hand Computer, Samples</i>						
Character	<i>Ku hit upon the idea of going into the drug business when one of the harmless drinks in his lunch one day made his co-worker hallucinate and nearly die. Cultivating simple things he grew up eating and drinking has allowed Ku to build up quite a stockpile of 'merchandise' and his little illicit empire is rising as fast as his place on the most wanted list.</i>						
							Subtitle(s) Drug Lord

Name	<i>Tha</i>	STR 6	DEX 7	END 6	INT 7	EDU 7	SOC 4
Age	30	Career(s) <i>Citizen (Worker, 3 terms)</i>					
Skills	<i>Admin, Computer, Mechanic, Steward 2, Trade (housekeeping)</i>						
Equipment	<i>Commdot, Hand Computer, Work Clothes</i>						
Character	<i>Tha is a house servant, a butler and maid with a loyalty streak that has driven him to stay with his family even as their means have diminished and they have lost the ability to pay him. He still cares for them and they for him, moving together as a family into a smaller home in a less safe part of the city. The money does not matter. His people matter.</i>						
							Subtitle(s) Man's Best Friend

Name	<i>Ukde 'Duke'</i>	STR	DEX	END	INT	EDU	SOC 4
Age	30	Career(s) <i>Scholar (Field Researcher, 3 terms)</i>					
Skills	<i>Admin, Comms, Investigate, Life Science (biology), Medic 2, Survival</i>						
Equipment	<i>Comm (TL 10), Hand Computer, Medikit, Transceiver</i>						
Character	<i>One of a group of trapped vacationers at a skiing resort, after he was rescued by a brave young noble Ukde decided to dedicate himself to doing the same for others. He works as an emergency rescue worker and has intervened in several major disasters. The Gods help the first person to tell him the nickname he wears with pride is a popular pet dog's name.</i>						
							Subtitle(s) To The Rescue!

ZHODANI - NOBLES

Name	<i>Aastebir</i>	STR 6	DEX 7	END 8	INT 8	EDU 9	SOC 9
Age	30	Career(s) <i>Noble (Administrator, 2 terms), Psion (Wild Talent)</i>					PSI 9
Skills	<i>Admin 2, Awareness, Deception, Drive, Leadership</i>						
Equipment	<i>Cloth Armour (3), Comm (TL 10)</i>						
Character	<i>Aastebir has served with distinction for a long time, his claim to fame being a new system for locating and tracking prole children with psychic potential at the time of labour. His new method has resulted in hundreds of new psychically active members of society that might otherwise have slipped through the cracks. He is quite proud of this achievement.</i>						
							Subtitle(s) Psychic Admin

Name	<i>Ebbilmastlas</i>	STR 6	DEX 8	END 5	INT 8	EDU 9	SOC 10
Age	34	Career(s) <i>Psion (Adept, 4 terms)</i>					PSI 10
Skills	<i>Admin 3, Awareness, Clairvoyance, Gun Combat, Leadership 2, Persuade, Telepathy</i>						
Equipment	<i>Autopistol, Uniform</i>						
Character	<i>Ebbilmastlas is a powerful man in the right circles, those circles being anything he wants them to be. As the lord of the Thought Police on his world, he has control over a private police force and can have anyone arrested on any crime he wishes to invent. This level of power is only kept in check by Intendants watching him closely.</i>						
							Subtitle(s) Thought Police Lord

ALIENS, OUTCASTS AND THE FRINGE

Name	<i>Gulra'makstebir</i>	STR 5	DEX 6	END 8	INT 7	EDU 7	SOC 9
Age	26	Career(s) <i>Noble (Administrator), Psion (Psi-Warrior)</i>					PSI 9
Skills	<i>Admin, Broker, Leadership, Telepathy, Teleportation</i>						
Equipment	<i>Commdot, Neural Comm</i>						
Character	<i>Gulra's father, also a natural teleporter, has been serving his planet as a high level administrator for a long time. Now he is finally out of his training schools, having graduated with good marks and a strong recommendation for the same department as his father. He is new to the office but his family has high hopes he will settle in quickly and excel.</i>						
							Subtitle(s) Newly Elevated

Name	<i>Jephrespatl</i>	STR 6	DEX 6	END 7	INT 7	EDU 7	SOC 9
Age	38	Career(s) <i>Psion (Adept, 5 terms)</i>					PSI 7
Skills	<i>Advocate 2, Awareness, Leadership, Persuade, Telepathy 4</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>The entire world is his to control. With his telepathic abilities, that is not really an overstatement where Jephrespatl is concerned. He tries to keep his ambitions at bay by staying busy with administrative duties but with so many Intendants handling the details, all he is left with is a planet under his command and the temptation to do exactly that.</i>						
							Subtitle(s) Nation Overseer

Name	<i>Ngltakliashav</i>	STR 4	DEX 5	END 7	INT 8	EDU 7	SOC 9
Age	34	Career(s) <i>Psion (Adept, 3 terms), Nobility (Administration)</i>					PSI 9
Skills	<i>Awareness, Clairvoyance, Diplomacy 2, Medic, Persuade, Telepathy</i>						
Equipment	<i>Cloth Armour (3), Comm (TL 10)</i>						
Character	<i>Her good manners, soft demeanour and attractive face make Ngltakliashav a natural ambassador and that is where she has been assigned for best use of her talents. Called 'Lia' by those with no real ear for the complexities of her language, she is very polite even in the most mixed of company and never uses her mental gift without need or invitation.</i>						
							Subtitle(s) Stellar Ambassador

Name	<i>Vagvstgortlasche'</i>	STR 5	DEX 7	END 7	INT 7	EDU 8	SOC 10
Age	30	Career(s) <i>Psion (Adept, 2 terms), Nobility (Dilettante)</i>					PSI 10
Skills	<i>Awareness, Carouse, Clairvoyance, Persuade, Telepathy</i>						
Equipment	<i>Commdot, Fine Clothes, Servitor</i>						
Character	<i>Even in a society as rigidly policed and defined as the Zhodani, a member of its highest level of society can go off the monorail. Vagvstgortlasche' was an ambassador assigned to a post deep in Imperium space. There he ran afoul of some very bad Solomani habits such as heavy drinking and gambling. The Consulate does not want him back.</i>						
							Subtitle(s) Undesired Diplomat

ZHODANI - INTENDANTS

Name	<i>Bzt'lakiper</i>	STR 6	DEX 7	END 8	INT 8	EDU 9	SOC 8
Age	26	Career(s) <i>Agent (Law Enforcement), Psion (Wild Talent)</i>					PSI 8
Skills	<i>Athletics, Drive, Gun Combat, Investigate, Recon, Telekinesis</i>						
Equipment	<i>Autopistol, Cloth Armour (3), Comm (TL 10)</i>						
Character	<i>Bzt'lakiper is a member of the Thought Police, a telepathic order of law enforcement concerned with monitoring the populace of their worlds and dealing with deviancy and dangerous behaviour before it can manifest as actual crime whenever possible. Because their society is an open one due to widespread telepathy, there is often little for her to do.</i>						
							Subtitle(s) Thought Cop

ALIENS, OUTCASTS AND THE FRINGE

Name	<i>Delsktiper</i>	STR 6	DEX 8	END 5	INT 8	EDU 9	SOC 10
Age	26	Career(s) <i>Psion (Adept), Scholar (Scientist)</i>					PSI 10
Skills	<i>Awareness, Clairvoyance, Persuade, Space Science (xenology), Telepathy</i>						
Equipment	<i>Autopistol, Uniform</i>						
Character	<i>Though many Zhodani are by nature introspective, they do occasionally show signs of intense curiosity. These urges are catered to in the upper levels of their society so long as the subject is not a disruptive one. Delsktiper is completely obsessed with alien life and cultures, dedicating much of his personal and professional life to the study of them.</i>						
	Subtitle(s) Alien Studies						

Name	<i>Koltzntiper</i>	STR 5	DEX 6	END 8	INT 7	EDU 7	SOC 9
Age	30	Career(s) <i>Marine (Ground Assault, 2 terms), Psion (Psi-Warrior)</i>					PSI 9
Skills	<i>Awareness, Battle Dress, Clairvoyance, Gun Combat, Heavy Weapons, Recon</i>						
Equipment	<i>Battle Dress, Commdot, Laser Carbine, RAM</i>						
Character	<i>A heavily armed and armoured tracker with the psychic ability to sense targets and seek them out wherever they might run, Koltzntiper is a powerful foe for anyone unlucky enough to be designated as his quarry. Between clairsentience and multiple waves of rocket-propelled grenades, his doomed enemies literally have nowhere to run or hide.</i>						
	Subtitle(s) Heavy Ranger						

Name	<i>Mklat'ziper</i>	STR 6	DEX 6	END 7	INT 7	EDU 7	SOC 7
Age	30	Career(s) <i>Psion (Psi-Warrior, 3 terms)</i>					PSI 7
Skills	<i>Awareness 2, Gun Combat 2, Recon, Telepathy, Vacc Suit</i>						
Equipment	<i>ACR, Combat Armour with Medikit, Commdot, Grenades</i>						
Character	<i>A gifted psychic in his own right, Mklat'ziper has had his gifts enhanced by the special training the Zhodani Consulate provides its military. He can send and receive orders in the field even when comms are down, assault enemies without weapons and mitigate battle damage even if his armour is destroyed. Even better, he is just one of thousands.</i>						
	Subtitle(s) Zhodani Trooper						

Name	<i>Nurzl'naiper</i>	STR 6	DEX 5	END 7	INT 8	EDU 7	SOC 9
Age	34	Career(s) <i>Psion (Adept)</i>					PSI 9
Skills	<i>Awareness, Clairvoyance, Medic, Persuade, Social Science (psychology), Telepathy</i>						
Equipment	<i>Comm (TL 10), Hand Computer</i>						
Character	<i>Any sentient race as psychically active as the Zhodani is bound to develop some serious forms of psychosis and personality disorders. Fortunately the key to curing them is the same as the cause – telepathy. As a psychic therapist, it is Nurzl'naiper's task to get to the root of mental illnesses and remove the trauma while leaving the rest of the psyche intact.</i>						
	Subtitle(s) Tele-Therapist						

Name	<i>Turzkosyliper</i>	STR 5	DEX 7	END 7	INT 7	EDU 8	SOC 10
Age	34	Career(s) <i>Psion (Adept, 4 terms)</i>					PSI 10
Skills	<i>Awareness, Clairvoyance, Leadership, Medic 3, Persuade, Telepathy, Telekinesis</i>						
Equipment	<i>Commdot</i>						
Character	<i>Building on the amazing medical breakthroughs of three Imperiums, Zhodani doctors can be some of the best in the galaxy because their minds provide the finest tools in existence. They can suture, dull pain, sense injuries without scanners and even accelerate healing. Turzkosyliper is renowned in his field; a telepathic brain surgeon is much in demand.</i>						
	Subtitle(s) Psychic Physician						

ZHODANI - PROLES

Name	Alkrut Vashnlitzer	STR 5	DEX 5	END 5	INT 8	EDU 8	SOC 5
Age	38	Career(s) <i>Citizen (Corporate, 5 terms)</i>					
Skills	<i>Admin, Broker 2, Computers, Diplomacy 2, Persuade, Streetwise 2</i>						
Equipment	<i>Commdot, Hand Computer</i>						
Character	<i>Every community of proles in Zhodani society has an administrator at the very top of its internal structure. This man, Alkrut for example, is answerable only to the nobles of his city and has authority over many thousands of his fellow non-psychic citizens. He does all he can to placate his telepathic masters.</i>						
							Subtitle(s) Prole Admin

Name	Dlurhes Oplnezmien	STR 4	DEX 6	END 6	INT 8	EDU 7	SOC 5
Age	30	Career(s) <i>Citizen (Worker, 3 terms)</i>					
Skills	<i>Admin, Advocate, Social Science (history), Social Science (philosophy), Steward</i>						
Equipment	<i>Commdot, Psychic Shield</i>						
Character	<i>Caring for the children of nobles and intendants is a task deemed too mundane for the upper ranks. Proles handle such things but, because of burgeoning psychic powers in the children, certain precautions have to be taken. Teachers like Dlurhes are provided psychic shields, a rare gift in Zhodani society, to protect her mind while she shapes future leaders.</i>						
							Subtitle(s) Schoolteacher

Name	Fritzu Kemkhozil	STR 6	DEX 7	END 6	INT 7	EDU 9	SOC 4
Age	26	Career(s) <i>Scout (Explorer, 2 terms)</i>					
Skills	<i>Comms, Gun Combat, Pilot (small craft), Sensors, Survival (underwater)</i>						
Equipment	<i>Cloth Armour with Environmental Sealing, Stunner, Transceiver</i>						
Character	<i>Many scouts spend their lives searching out among the stars but the Zhodani are a very practical people and dislike leaving anything unexplored. Fritzu has a job she adores. She pilots a small scout craft that maps and scans deep bodies of water.</i>						
							Subtitle(s) Oceanic Scout

Name	Nlrtoz Mnemakaziop	STR 6	DEX 6	END 6	INT 6	EDU 6	SOC 4
Age	42	Career(s) <i>Citizen (Worker, 6 terms)</i>					
Skills	<i>Admin, Engineer (biochemical) 2, Steward, Trade (winemaking and brewing) 4</i>						
Equipment	<i>Comm (TL 8), Equipment</i>						
Character	<i>The Zhodani have just enough oddities with their biology as compared to the human stock of the Vilani and the Solomani that they are often unaffected by the same kind of alcohols. They have different reactions to fermented sugars, requiring a separate sort of brewing to achieve the same kind of effect. Nlrtoz's wines make him a prized vintner among his people.</i>						
							Subtitle(s) Skilled Vintner

Name	Qenhz Ishtanatz	STR 5	DEX 8	END 6	INT 6	EDU 7	SOC 5
Age	30	Career(s) <i>Entertainer (Artist, 3 terms)</i>					
Skills	<i>Advocate, Art (pottery) 3, Persuade, Trade (stoneware)</i>						
Equipment	<i>Comm (TL 10), Potter's Wheel and Supplies</i>						
Character	<i>Following in his family's path, Qenhz had every intention of being as boring and stable a man as his father and making plates and cups for a living for the rest of his life. Then a piece he made to pass the time while he waited for a vase to fire was seen by a noble on holiday. She bought it on the spot and asked for three more. His new business was born .</i>						
							Subtitle(s) Artful Potter

Name	<i>Vourka MistogInader</i>	STR 7	DEX 6	END 6	INT 6	EDU 5	SOC 4
Age	34	Career(s) <i>Citizen (Worker, 4 terms)</i>					
Skills	<i>Admin, Mechanic, Trade (baking), Trade (milling) 2</i>						
Equipment	<i>Comm (TL 10), Equipment</i>						
Character	<i>When the village mill broke down, the only one in town who could fix it was a young miller's daughter with a knack for tools. When she got older she took on her father's job, milling the grains produced nearby and repairing the fairly high-tech granary mill left behind by a noble with no appreciation for his subject's skills or development level.</i>						
							Subtitle(s) Zhodani Miller

UNKNOWN RACES

Name	<i>Zeep-a-teeek</i>	STR 3	DEX 14	END 3	INT 7	EDU 3	SOC 5
Age	10	Career(s) <i>Rogue (Thief, 2 terms)</i>					
Skills	<i>Athletics (co-ordination), Deception, Recon, Stealth 2</i>						
Equipment	<i>None</i>						
Traits	<i>Fast Metabolism, Feral, Small (Tiny, 3d6 DEX, 1d6 STR and END)</i>						
Character	<i>Zeep-a-teeek was 'encountered' a few days after an Imperium scout ship departed from an uncharted world near the rim edge of the Spinward Marches. Barely tall enough to reach a grown man's knee, the furry little stowaway has since become a friendly, inquisitive pet.</i>						
							Subtitle(s) Tiny and Curious

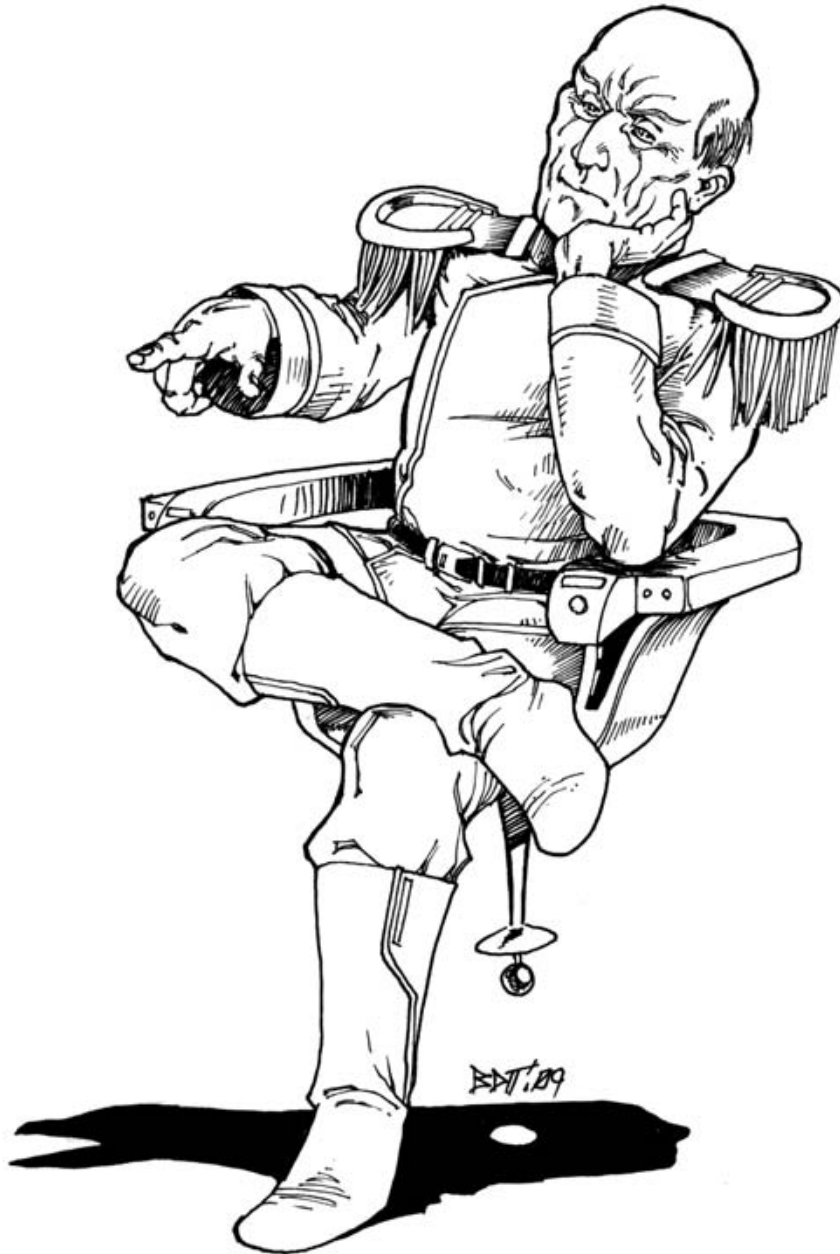
Name	<i>Zenon Wraith</i>	STR 4	DEX 8	END 7	INT 9	EDU 8	SOC -
Age	?	Career(s) <i>Scout (Explorer), Psion (Wild Talent)</i>					
Skills	<i>Advocate, Astrogation, Diplomacy, Survival, Telepathy</i>						
Equipment	<i>Starship</i>						
Traits	<i>Flyer, Psionic, Weak Strength (-2)</i>						
Character	<i>The creature labelled as a 'zenon wraith' looks at a distance like a floating ovoid of drifting, luminous gas. Closer examination reveals a disembodied translucent brain, tendrils and gas sacs for flight. The one example encountered so far was telepathic and diplomatic.</i>						
							Subtitle(s) Gaseous Haunt

Name	<i>Sorvaako O</i>	STR 10	DEX 6	END 13	INT 6	EDU 6	SOC 7
Age	38	Career(s) <i>Marine (Ground Assault, 5 terms)</i>					
Skills	<i>Athletics 2, Battle Dress 3, Gun Combat 2, Mechanic, Recon</i>						
Equipment	<i>Battle Dress with Horn Port, Commdot, 2 Laser Carbines</i>						
Traits	<i>Large (+2 STR and 3d6 END), Natural Weapon (horn), Slow Metabolism, Uplifted</i>						
Character	<i>Sorvaako O is exactly what he looks like, a humanoid rhinoceros in powered armour and twin-linked laser carbine rifles mounted over his shoulders. Sorvaako O appeared, attacked and thanked the survivors for a glorious battle before disappearing.</i>						
							Subtitle(s) Armoured Rhino

Name	<i>Susurrus</i>	STR 5	DEX 9	END 6	INT 6	EDU 5	SOC 6
Age	50	Career(s) <i>Agent (Intelligence, 8 terms)</i>					
Skills	<i>Athletics 3, Computers 5, Investigate 4, Melee (blade) 4, Recon 2</i>						
Equipment	<i>Blades, Cloth Armour with IR and Vislight Camouflage</i>						
Traits	<i>Notable Dexterity (+2), Weak Strength (-2)</i>						
Character	<i>Completely clad in oddly patterned black leather-like armour, Susurrus has been spying on the many races for at least 50 years. The alien appears to be a slender humanoid, vaguely female and speaks only in an unintelligible 'whispering' language.</i>						
							Subtitle(s) Midnight Hunter

THE 1,001ST CHARACTER

THE 1,001ST CHARACTER



DUKE ENIT APALPA

Name	<i>Duke Enit Apalpa</i>	STR 4	DEX 6	END 7	INT 9	EDU 10	SOC 15
Age	54						
Career(s)	<i>Noble (Administrator, 6 terms), Psion (Adept, 3 terms)</i>						
Skills	<i>Admin 1, Advocate 2, Awareness 2, Deception 4, Diplomacy 2, Leadership 3, Telepathy 2</i>						
Equipment	<i>Cloth Armour (3, robes), Commdot, Ritual Dagger, Staff, Servitor</i>						

Beginning his life as the youngest son of a baronet on Pysadi in the Aramis subsector, Enit Apalpa always knew he was destined for greater things. His arrogance and anti-social behaviour came at a very young age, spurred on by jealousy of his distant, far more accomplished siblings and an inattentive father more interested in political dealings with the planet's strange nature-worshipping religious cult.

The Thalyes (named for a ubiquitous poisonous Pysadian shrub with hallucinogenic sap) controlled the local population with strange rites and fearful customs. While spying on one of their ceremonies, he was captured and brought before the cult's massive tree trunk altar. There he faced the leader of the rite, a telepath of great power, and felt the zealot's voice in his mind.

Enit was not the only captive there that night. His oldest brother had also been taken, caught dallying with a local villager. The choice offered to him was simple but dreadful. Enit could either be their sacrifice or he could perform it with his brother as the victim. Even the cult's high priest was startled at how quickly the young boy embraced the second choice and snatched up the blood-letting blade. The Apalpa family lost its eldest son that night, slain by Enit beneath a harvest moon.

Enit returned home; the cult's traditions satisfied by his willingness to kill in their name. After that night was long gone and his family stopped searching the forest for their 'missing' boy, he ventured back out to make contact again. He cared nothing for their religious beliefs but he had tasted two things now – blood and power – and he craved more. Enit Apalpa found the cultists waiting for him. Their high priest had sensed the young man's warped inner psyche and his return came as no surprise. Enit apprenticed himself to the high priest, served him faithfully, underwent the cult's harrowing tests, and learned to harness his own special gifts. As a granting secret favours to supplicants; building loyalties and followers, and shaping the cult with stories of oppression by offworlders. When the time was right, he seized the high priesthood for himself, sacrificing the old fool on the same altar he had killed his brother on so many years before.

Many villains would end their stories at this point and be content with mastery over a large religious cult, but such was nowhere near enough for Enit. He needed more. His secret role as High Priest contrasted with his public role as the son of the Baron. Over the next decade he moved the Thalyes, local businesses and his Imperial contacts like chess pieces. He monopolized local exports to build a personal fortune, then manipulated the Pysadian government to increase his personal power. He expanded the Thalyes reach to neighboring worlds, ultimately as far as Aramanx. Then, he loosed the cult on Pysadi: their raids terrorized villages and disrupted commerce. He used the Thorns of Thalyes (a secret branch of the cult priesthood sworn to absolute loyalty to him) to murder his remaining family.

Enit ascended to the family title of Baron with a new mandate from the Imperium: stop the rebellion (and incidentally avenge his family). He set about doing exactly the opposite: as Baron he directed pacification efforts on Pysadi; as High Priest he directed raids that promoted fear and chaos. Slowly, he expanded the Thalyes unrest to neighbouring worlds and in response directed imperial forces to suppress them.

By now, Enit had become quite good at betrayal. At the height of his cult's power and influence, he unleashed them against the Imperial forces on Aramanx and sparked a vicious war that threatened the stability of the entire subsector. He then secretly met with the nobles of the sector, begging for the authority to try and deal with these anarchists (since the Duke of Aramanx was clearly incapable of keeping the peace). Telepathy made convincing the nobles so much easier. With imperial approval and divisions of Imperial troops at his command, Enit used his in-depth knowledge of the rebels to slaughter them (even while, as High Priest, he worked to "save everyone he could."). In a series of brilliant battles, he smashed the Thalyes power and outlawed the cult everywhere except Pysadi. The Duke of Aramanx was shamed by his failures and took his own life soon after (or did he?).

Enit is now the Duke of Aramanx, replacing the man he had plotted against. It is only a matter of time before his ambitions lead him to challenge the next rung in the ladder up the nobility.

Supplement 7: 1,001 Characters

A referee's treasure trove, 1,001 Characters provides a quick and easy reference to over a thousand non-player characters, ready for play! Divided into easy-to-use sections, a referee will quickly be able to find the appropriate alien soldier, starport administrator or corrupt politician easily. Each character comes with name, equipment, skills and background, giving them life and personality right from the page.



**MONGOOSE
PUBLISHING**



US \$34.99

MGP 3831

