

	Name	Grant Pasela
	Species	Modified Human
	Background	Colonial
	Archetype	GEO Peacekeeper

Attributes				Skills	
Agility	d8	Strength	d6	Fighting (Armed)	d8
Smarts	d4	Vigor	d8	Intimidation	d6
Spirit	d6			Notice	d6
Derived Statistics				Shooting (Small Arms)	d8
<i>Stat</i>	<i>Base</i>	<i>Mod</i>	<i>AV</i>	Stealth	d6
Charisma	0			Swimming (Pace 4)	d6
Pace	6			Throwing	d6
Parry	6				
Toughness	6	2/4 vs bullets			
Armor					
Head	6	Wt Threshold	30		
Torso	8/10	Total Wt	13		
Arms	6	Encumbrance			
Legs	6	Penalty			
Wounds	-1	-2	-3	Incapacitated	
Fatigue	-1	-2		Incapacitated	

Weapon	Range	ROF	Damage	Shots	Wt	Notes
Large-caliber pistol	12/24/48	1	2d6+1	25	2	AP 1, Semi-auto, 1 reload
Diamond knife	-	-	Str+d4+1	-	1	AP 2
Light assault rifle	24/48/96	3	2d8	100	6	AP 2, Auto, Three-round burst, 1 reload

Hindrances	Major	Overconfident - Hey, there's nothing you can't handle!
	Minor	Loyal - This team isn't the best, but you'll back them up to the end.
	Minor	Stubborn - You know the best way to do this job, so the rest better listen.

Edges	Accelerated Neurons Biomod (as Quick edge), Pain Inhibitors Biomod (Ignore 1 point of wound penalties), Quick Draw	

Gear	Light vest, large-caliber pistol, diamond knife, light assault rifle, watch-style bodycomp, canteen, ration bars	

The World of Blue Planet

Blue Planet takes place on the planet Poseidon in the Lambda Serpentis system, about 200 years in the future. It's a hard sci-fi setting that envisions a world based on projected developments in real world technology. Genetic advancements have awakened cetaceans to sentience, created animal/human hybrids, and created a new transhuman elite.

Poseidon was found at the other end of a wormhole discovered at the edge of our solar system. A scientific expedition went to explore and colonize the water world, however shortly thereafter on Earth, the Blight struck. The Blight was caused when a genetically engineered virus mutated, attacked grain and other food plants, and caused a worldwide famine. The recently established UN branch, the General Ecological Organization (GEO) became a world government of sorts as many of the UN members ceased to exist during the long dark age caused by the Blight.

Abandoned, the explorers slowly went native as their technology crumbled and their focus turned to survival. When re-contact was eventually made, after the Blight was eradicated, a culture clash developed between the natives and the new colonists. The natives choose to keep to their life-style, while colonists came, eager to escape the dreary and decaying Earth. A trickle became a flood when Xenoscilite, or Long John, was discovered. This ore made genetic redesign simpler and cheaper, and made immortality a real possibility for those who could afford it. Now the planet is in the throes of rapid expansion caused by the 'gold rush' of Long John, with all the opportunities and dangers that come with it.

The GEO is nominally in charge of Poseidon. Various Incorporates, which rule their nationalized city-states on Earth, also vie for control of Poseidon. Some natives have formed terrorist groups to resist the land hungry expansion. One example is the Sierra Nueva insurrection, a group of islands in open revolt against all non-natives. With a comparative land mass of 3% versus 30% on Earth, these conflicts will determine the planet's fate.

Grant Pasela

You're a third generation GEO Peacekeeper and damn proud of it; GEO through and through. You handled situations of all kinds in your 8 years of service, and been told you're one of the best. You don't need anyone to tell you though, you already know it. You get right to the heart of a problem and solve it, forget long talks and discussions, there's no need for that. You can figure out what's best to do without waiting for others. It's better that way anyway, too many cooks in the kitchen spoil the food.

When your commander brought this assignment to you, you didn't hesitate. You know you can pull this off with any team. You weren't assigned a Peacekeeper team though, you were given a handful of rabble. They're undisciplined, argumentative, and only half competent. The medic can't stomach combat, so that's one you can't count on. The boat pilot is a criminal and probably lazy to boot, most criminals are. The mercenary disgusts you, not because of being a Cat, but having left the GEO to be a paid killer. The native patrolman has discipline, but he talks too damn much. The other native seems shifty to you. But dammit, this is your team, so you're going to pull this assignment off even if you have to drag these knuckleheads the whole way by their diapers.