

	<b>Name</b>	Jesse McKnight
	<b>Species</b>	Modified Human
	<b>Background</b>	Colonial
	<b>Archetype</b>	Equipment Specialist

Attributes				Skills	
Agility	d6	Strength	d6	Boating (Motorized)	d6
Smarts	d8	Vigor	d6	Driving (Ground)	d6
Spirit	d6			Fighting (Unarmed)	d6
<b>Derived Statistics</b>				Knowledge (Tech)	d8
<i>Stat</i>	<i>Base</i>	<i>Mod</i>	<i>AV</i>	Notice	d6
Charisma	0			Piloting (Jumpcraft)	d6
Pace	6			Repair (Mechanical)	d6
Parry	5			Shooting (Small Arms)	d6
Toughness	5			Swimming (Pace 4)	d6
<b>Armor</b>					
Head	5	Wt Threshold	30		
Torso	5	Total Wt	17		
Arms	5	Encumbrance Penalty			
Legs	5				
<b>Wounds</b>	-1	-2	-3	Incapacitated	
<b>Fatigue</b>	-1	-2		Incapacitated	

Weapon	Range	ROF	Damage	Shots	Wt	Notes
Small-caliber pistol	12/24/48	1	2d6	35	1	AP 1, Semi-auto, 1 reload
Knife	-	-	Str+d4	-	1	

<b>Hindrances</b>	<b>Major</b>	Clueless - You only care about your small part of the world. -2 to Common Knowledge rolls.
	<b>Minor</b>	Cautious - You don't rush your work. You feel it's unprofessional.
	<b>Minor</b>	Quirk - You prefer the company of machines and aren't afraid to tell people that.

<b>Edges</b>	Neural Jack (control technology by thought, gain Quick edge when operating something by jack),
	Improved Blood Oxygenation (Ignore first failed fatigue test, may hold breath up to 10 minutes)

<b>Gear</b>	Knife, small-caliber pistol, tool kit, watch-style bodycomp

## 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.

### Jesse McKnight

Machines talk to you, always have. No, not crazy like they actually talk out loud. You just know what's going on with them after you spend some time looking and listening. You feel content when you're running the hoist, piloting the ROV down into the depths, or even running a loader on the docks. You just love working with machines, as long as people aren't rushing you. You *hate* being rushed. Rushed work is sloppy work.

People on the other hand are a mess. You don't get anything from them, not like with machines. You don't really pay attention to news, sports, or any of that other stuff the others seem to like, mainly because you don't care. As long as you get to work with equipment on and around the boat, you're happy as native kid with a rubber shrimp. You get along with the crew well enough, you suppose.