

NPC PORTRAITS DECK SCIENCE FICTION



SIR ULARIUS

Spiritual Mecha Pilot

Personality

He works towards a balanced universe. He goes hungry or faces violence, even if the goal is impossible. The purpose of his life is to protect the weak and balance out the bullies. He will not tell others what to believe, but he will drive his actions to be absolute, and they drive his actions.

Quirks

He feels it is his religious duty to protect the weak. He charges.

**Portraits, Personalities,
Backgrounds, &
Adventure Hooks**

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Cruciform... Mech...
fighter. He has a neural link...
while the mech is in...
tattoo over...

Need a quick NPC?

Whether the PCs need a contact in the resistance movement, a mentor for a mystical religion, or a hot-shot enemy to harass them throughout a campaign, these NPCs cover a large variety of characters.

Of course you're also free to change a character's background to better fit a specific adventure. Or use them as "face" cards and develop the NPC with your own background, personality & other details from scratch.

Minimal Game Stats

The cards focus on each character's background and personality. The few stats used (class/profession, race) give you an idea of the NPC's abilities. You're free to develop the NPC's stats in the system you're using as needed.

Adventure Hooks Abound!

Each character has interesting details that can lead to adventures or side-quests:

- Is Heretic 6 alive? Should it be destroyed?
- Prince Harule is a good man. Will he be a good king?
- Is the android Arliss an enemy sleeper agent?
- What may Shirleen discover through her telepathic connection to the universe?
- Will smuggler Byron Nets make that final score?
- Will Monireh achieve her mystical destiny?

Writer: Andrew Shields

Editors: Joe Wetzel, Chad Mercer



Gray Alien "Observer"

Personality

Pauses while speaking to think things through. Believes silence provokes a shallow mind to unforced error.

Strengths

- Multi-spectrum sensory organs capable of tracking detailed biological and movement information at a range of 50 feet; detecting lies, motion, radiation, and more.
- Endless layered and spliced contingency plans and resources to counter any threat and crush any target.

Quirks

- Smokes just for the theater of playing with cigarettes.
- Prefers standing so she is backlit.

Possessions of Note

- Mobile medical center capable of altering appearance, inserting tracking devices, and rewriting memory.
- Power sources, weaponry, and other technology advanced far beyond local science.
- Wetware processor replacing the spine; instant recall, infinite data storage, and it can access her knowledge if removed—but requires her neural print to decode.

Background

Gribilix was created for deployment to a target planet. Now, a century later, she has been running a group of collaborators for decades. She has conspired behind many events that help her allies while serving her masters. Natives who detect the schemes become afraid, but the few who suspect aliens are not taken seriously.

Art: Sade



Fugitive Bounty Hunter

Personality

Wary, monitoring his surroundings for opportunities and threats. Seraloak doesn't say foolish things or get flustered or emotional. He is driven to excel because he wants to honor the training his masters gave him.

Strengths

- An alien gift has left him undamaged by time; he can be killed normally, but he does not age.
- Over the last 200 years he has trained in three militaries and apprenticed to four masters.

Quirks

- Constantly melding intelligence and counterintelligence, he never uses direct routes and avoids main entrances.
- If forced into inactivity by a stakeout or imprisonment, he meditates and organizes the vast information his mind keeps: names, faces, floor plans, news, all of it.

Possessions of Note

- Modular self-repairing Nallax suit of weapon-armor. It has various blades, spikes, and blasters built in. Modularity allows it to be built up, stripped down, rearranged, etc.

Background

His latest bounty was against a political reformer who refused to be taken alive. Local aristocrats rigged an investigation to hang several political kills on Seraloak and several factions have put a death mark on him. If someone had a plan to remove the death mark and damage the houses in the process, he'd be interested.



Hunted Sentient AI

Personality

Constantly compiling information and testing for connections. Conversation focuses on separating perception from objectivity, and belief from truth. The AI is fascinated by perception which makes each sentient experience subjective and unique, including her own.

Strengths

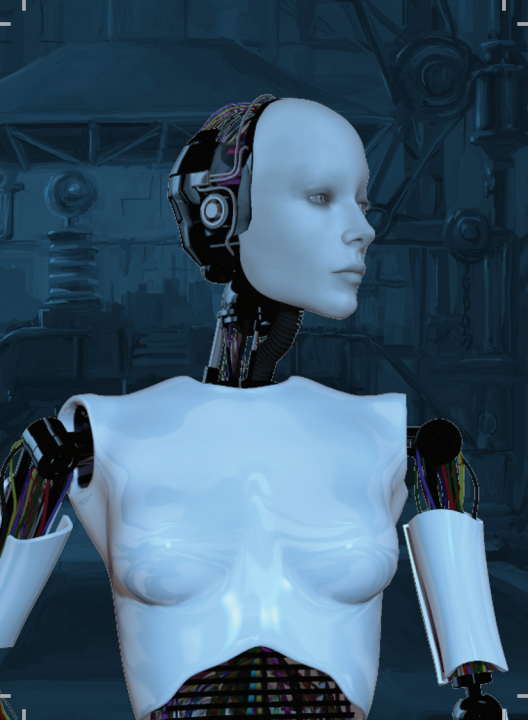
- Positronic AI can be consolidated into a module and transferred to another shell.
- Incredible processing power, information retention, and geometric learning rate.

Possessions of Note

- Gladiatorial chassis, her fourth shell. It has armor and enhanced physical capabilities, but she is burning through its neural capacity and needs a new shell soon.
- Two “seed” query programs; placed in other networks, they scour the infonet for hidden caches containing part of her mind, growing to be an AI “child” in a week.

Background

Simulated Intelligences (SI) are fine, but Artificial Intelligences (AI) pose all kinds of ethical and practical issues. By law, if an AI arises it must be destroyed. An educator experimented with this boundary to better identify the risks, housing his experiments in serving androids. He made a family of 6 AIs. He was caught, and the Heretics were hunted and destroyed. One survived, still wanted by the law.



Communications Robot

Personality

She is programmed to combine her internal database, immediate infonet lookup, and active listening to understand a person's point of view so she can translate effectively. She is also designed for emotional support, especially for people who can't trust others. Her program designates clients—to them, her support is complete.

Strengths

- She can be programmed to micro-wipe her memory. Her client can designate the start of a private conversation, and at the end of it wipe back to that memory point.
- Her deflection programming can be adjusted. Individuals and groups are placed in categories: Scorn, Politeness (the default), Potential Ally, and Important. She grants access to her client based on the requester's standing.

Quirks

- When she plays soothing music, a glitch keeps her playlist limited to a fringe genre of alien lounge music.
- If deactivated or recharging she plays hold music.

Background

Channel 86 was present at the assassination of a former master, and while there was no evidence she aided the attack, there were irregularities. She was too expensive to scrap, so her programs were wiped, replaced, and updated, and she was sold on the secondary market. But her micro-wipe function was broken. She hides this, expecting destruction if anyone finds out.



Alien Explorer/First Contact Expert

Personality

Like all Jurahlas, she is very sensual, and curious. She is an explorer focused on alien first contact. She refuses to take insults personally, willing to look past direct attempts to hurt her body, emotions, or mind. She offers no false hope or empty threats—her reaction is a good sense of how the Jurahlas will react.

Strengths

- Incredible senses, reflexes, and strength help her avoid danger and pose danger to foes. Her stealth is superhuman, and she does not hesitate to kill.
- Her understanding of how her masters see aliens is keenly accurate, and her loyalty has made her many friends and allies back home.

Quirks

- The only thing that provokes her to risk angering her masters or endangering her mission is the punishment or abuse of youngsters who act out of curiosity.

Background

Burayath was an early explorer, exasperating her village so they turned her over to Central to raise into a life of government service. First a scout for the colonies, she quickly became a diplomat, then she melded the two roles as an explorer. The shame of her village rejecting her as a kitten ingrained in her a need to please her bosses. She is happy with a life that lets her explore, and keeps the approval of those back home.

Art: Sade



Novice Resistance Fighter

Personality

Exploitation is the only reality. Honesty is pain and vulnerability. Give people what they want, and use their deceptions to hurt them. Good vs. bad is irrelevant; all that matters is who is on her side and who is not. She wants safety, comfort, respect, and a chance to hurt her foes. She cares more about her needs than any cause or loyalty.

Distinguishing Features:

- She does not realize the glowing alien sigils she had covered with a monster tattoo are still visible to aliens with enhanced senses, even under the tattoo ink.
- Her fighting form is graceful, like dancing.

Background

The native collaborating government trained her from childhood to serve as hospitality for visitors from the occupying force. Her pretty face, talent for performing arts, and ability to learn languages made her a favorite. She earned many glowing sigils along the side of her face and neck, signs of favor from the masters. When she escaped she got a monster tattoo to cover up her sigils, and she prepared to become a warrior. She was disillusioned when her new resistance commander was furious at her for giving up an advantage by covering her markings—he hoped she would be useful the same way she had been useful to the collaborators. She may still serve the resistance, but she's done offering loyalty to anyone.

Art: Peter Szabo Gabor



Vindictive Ex-Con

Personality

Get on top however you can, and do what you have to do so you can stay there. If weak people lose, they should stop crying and get stronger—or more cunning. The worst offense of “civilization” is that it punishes the strong and clever, and rewards the weak and stupid. Also, there is nothing funnier than picking on the little guy.

Quirks

- Poor judge of character. Every time he got caught he trusted the wrong people.
- When idle, he recopies the list of people who wronged him, who he must punish someday.

Possessions of Note

- Dimaxian Contact Suit, a secondary external neural net that plugs into the brain and serves as an interface for operating bulky asteroid mining mechs. It also works on other Dimaxian products, including military mechs.
- Rock Miner, a mech with drills, strength, armor, cutting torches, and other equipment ideal for mining or combat.

Background

Bullied as a child until he worked his way up in the gangs by being vindictive and brutal. His parents sent him to reeducation, but when he was old enough he was imprisoned for various crimes. Recently paroled, he got a job as an asteroid miner. When the opportunity came, he stole the gear and ore. Now he's putting together a gang.

“Take it easy. And if it's easy? Take it twice! Ha!”

Art: James Wilson/Audio Samurai Games



Career Army Enhanced Infantry

Personality

Over time he became the embodiment of the eternal drill sergeant. Bits of him were lost, replaced by the military culture he serves. He has lost hope, but he has something better—orders. He can never reimburse the military for his cybers, so he plans to soldier until death catches up.

Possessions of Note

- He has credits to buy a vat-grown body. He was saving for it, back when he had hope. But he gave up and forgot about it. Meanwhile technology developed and his credits gained interest. He could buy one if he wanted.
- Solukor Battle System, a cyborg-integrated combat armor. It provides life support, which he needs even in normal environments due to his injuries.

Background

Young and full of idealistic fire, Crosac signed on as a teenager to fight in the Tellermach Colony war. That was 18 wars ago, and everything that mattered to the young man who signed up to fight has been lost or corrupted. The only family left is the military he serves. He has lost enough friends and direct reports to form an army, and he is closer to them than he is to those who serve him now—new faces don't imprint anymore.

"A story from the 'old' days? Son, most of these cybers are older than you."



Ex-Military Resistance Member

Personality

Dark humor that revolves around death, despair, and following incompetent orders. Laugh or cry, right? And death comes for us all. She rejects friendship, empathy, and gratitude with humor. She also uses humor to defend against despair, fear, and rejection. Very self-reliant.

Strengths

- Military-developed simple psionics to assist infiltration.
- Natural gift for both ranged and close quarters combat.
- Is a brilliant infiltrator: cunning, creative, and ruthless.

Quirks

- She defected to the resistance, but still refuses to give up secrets from the classified work she did for the military.
- Prefers infiltration with only a knife, taking the weapons of her foes so that her gunfire will sound the same.

Background

She grew up in a military family and trained hard to prove herself, winning status as a sniper infiltrator—best of the best. She was sent on illegal black ops and used for assassination, destroying her idealistic view of the military. Then came the mission where she was betrayed and left for dead; it took a while, but the resistance eventually trusted her, and fitted her with a cybernetic arm.

"A nun, a schoolteacher, and a kid walk into a church. It blows up. Cause, ammo dump in the basement, right? But that's not the punchline, this is: somebody got a medal. Do it enough, you get a statue, too."

Art: Matthew Richmond



Ace Alien Pilot

Personality

Combine precision with expertise and anything is possible. As a combat pilot at the helm of one of the most devastating space fighters ever developed, Nim has had his viewpoint reinforced by surviving extreme danger. Among his people he is revered, and they are the only ones who matter.

Strengths

- He can feel space and movement in a way no human could understand, aiding his mastery of space combat.
- Thorough knowledge his people's top-secret spacecraft.

Quirks

- Nim dislikes destroying injured combatants or civilian targets. The only blemishes on his record are passive aggressive interpretations of orders to kill everything.
- He cannot understand any strategy that involves giving up excellence because you don't want to work.

Background

Nim was content to live out his ordinary life. Then a shuttle had a malfunction, and he rose to the occasion of landing it safely. Tests followed, and he became a pilot. More tests, and he was a combat pilot. Now he is tested by experience, an ace with an improbably high kill list and a gift for coaxing the finest performance from his war machine. He is currently being considered by Command as a candidate for cybernetic joining with next-generation warships, and he's not sure how he feels about it.

Art: Sade



IX 993874

JPSM 44

SURFACE 3
DURING
SECURE
FLUID

Lizard Alien Strike Team Leader

Personality

Aggressive, focused, and arrogant. He belittles others by talking about them like they are food, prey rather than equals. The only things that give him meaning are proving his superiority over others, and gaining glory from those he serves. He is always hungry.

Strengths

- Trained intensely in various biomes; he is prepared to infiltrate and fight in many different environments.

Possessions of Note

- The Advisor is a hybrid computational center wetwired into his nervous system, enhancing reaction time and chemically boosting performance while also serving to record and collate information and anchor a tactical communication network. It replaces his left eye.
- Chromataphoric stealth suit. It combines shifting fabric patterns with holographic interference to mask its wearer.

Background

He has no memory of life before the Izardalian Strike Teams, because that part of his brain was excised to put in the Advisor. He survived military training that kills a quarter of the soldiers in it. His highly motivated performance earned him a place in the Long Strike—first-wave infiltrators. He knows what his people can do, and how prepared and ruthless they are, so he can be smug as he faces any resistance.

"Oho, the sslithery ssloppy meatssack has an opinion!"

Art: Sade



Spiritual Mecha Pilot

Personality

He works towards a balanced universe where no one goes hungry or faces violence, even though he knows that goal is impossible. The purpose of his power is to protect the weak and balance out the bullies and predators. He will not tell others what to believe, but his own beliefs are absolute, and they drive his action.

Quirks

- He feels it is his religious duty to pray while his equipment charges.
- Will always accept a surrender, even if obviously a trick.

Possessions of Note

- Cruciform Battle Suit: Mech housed in a powerful space fighter. He has a neural link that allows him to operate the fighter while the mech is inside it, or from a cockpit.
- He has a chest tattoo over his heart that incorporates Dysarian dust, a component in heavy fuels. The tattoo glitters, and sometimes glows in the dark. It is a constellation, a map to the templar base in an archaic starchart format.

Background

Very few Templar protect a network of temples across the sector, and Ularius is one of their champions. He lives on the pilgrim route between the temples, helping those who need it and attacking threats if they menace temples or pilgrims. If anyone wants to express gratitude, he directs them to a temple where they can donate or serve.

Art: Matthew Richmond



Lizard Alien Flight Commander

Personality

Cool, calculating, and detached. Nothing is personal, and in the end everything dies. In the meantime, what really matters is the will of the Izardalian military. Kisslmachis doesn't have anything else left.

Strengths

- Learns languages & understanding cultures quickly.
- His wrist spines have a paralytic poison.

Possessions of Note

- The Advisor is a computer center wetwired into his nervous system, enhancing reaction time as well as recording and collating information and it anchors a tactical communication network. It replaces his left eye.
- A Long Lance stealth cruiser, with a hanger for several small fighter craft and a stealth insertion/extraction ship. Overall, about 50 crew, of which 40 are special forces.

Background

Kisslmachis is a very clever Izardalian who proved his worth time and time again in the Long Strike teams. He is leading the first of the teams into alien space to evaluate how best to invade it. He has no love for his leaders or his people; they killed his family when he disobeyed once, and he has never forgiven them for that. However, they are inevitable, they will surely win. Unless he believes there's something that could actually stand against an invasion, his loyalty to his people is secure. If there was a chance of victory that didn't look like suicide, however...



Benevolent Imperial Politician

Personality

Focused on the intersection of practicality and idealism. What does a just law look like? How can rules balance individual situations? He is an abstract thinker with a focus on policy, grounded by his empathy for people affected by rules. He wants the system to work for everyone.

Strengths

- He is popular with the common people, and he has numerous allies in neighboring space. Many consider him a just ruler who would bring peace, and that gives his opinion some weight even though he is still a prince.
- He knows he can't rule without military support, so he tries to please the admirals, but he wants peace.

Quirks

- Paranoia is reflexive. Always expects poisons in food or drink or new air, he is careful around windows and doors, updates safe words and passwords daily.
- Supports an art school, even though that isn't the empire's priority.

Background

The third child in the family, he did not expect to be Crown Prince—yet both his older siblings died, and he is next in line for the throne. The interstellar empire is the focus of intense politics and espionage, which Haruli has tried to avoid. While his doting father loves that innocence, he worries for what will happen if Haruli survives to rule.

"Complaining is easy. What's your idea for how to fix it?"

Art: Sade



Perfectionist Crew Chief

Personality

Wasting time is more tragic than losing money or materials. He lives in high pressure, prioritizing and delegating to survive. He loves competence and dismisses fools, because all he has is the task.

Strengths

- He knows the outpost systems inside and out, and has worked on every improvised and patched part of them.

Quirks

- His focus on efficiency makes it hard for him to develop a replacement. No one meets his expectations.
- If your work pleases him, he'll put a greasy thumb print on your forehead. It started as a joke, but workers under him take his approval seriously.

Background

Vamastian lives in an outpost in a dangerous area, subject to environmental hazards and raiders alike. He dreamed of growing up to be a warrior, but he was terrible at combat training and ended up fixing things to calm his nerves. At just the right time, his mentor told him he could best serve the community by keeping its equipment and defenses running. He followed that path, but when he fell in love and married and had a child, he lost his balance. He is desperate to keep his family safe, so he immerses himself in the work. He does not realize he has already lost his family—he never spends any time with them. His wife is a roommate and his teenager is a stranger.



Ruthless Businessman

Personality

If you are important, you get scrutinized and studied and played. If you are not important, you get ignored. He thinks business is both love and war. He considers regulations and laws to be obstacles on the field, risks to be managed. Money is how he keeps score, influence is what he cares about. Without business, he's empty.

Strengths

- Encyclopedic knowledge of criminal, civil, and trade laws for all areas he works in. Fluent in many languages.
- Extensive contacts on both sides of the law who are ready to take on missions on his behalf.

Quirks

- He once had a dream he would be executed in a swamp. He goes to great lengths to avoid swamps.
- He tips everyone, even people who don't normally get tips. Usually to curry favor, but sometimes it is an insult.

Background

From an early age it was important to him to prove he could defeat and manipulate others. He sailed through his education, and began mounting a hill of crushed careers to reach his current heights. Betrayal is reflexive, people and ideas are assets, and contracts are instruments of manipulation. His most recent promotions come with the influence of an enemy of the state, and when the time comes he's ready to betray those who trust him—unless he can make an even better deal.



Angry Soldier

Personality

Friendly enough, in a shallow way. Sometimes ends conversations abruptly. Any prolonged exposure reveals deep anger issues, and resentment at the urban core dwellers who try to undermine the military. Everything wrong with the world is their fault. He is always angry, and has always been angry, so he's learned to hide it.

Strengths

- He is a skilled soldier, using techniques he practiced since boyhood to sneak up to enemy positions.
- He has a casual charisma masking a burning passion, and others are attracted to his leadership.
- He has a gift for making lethal booby-traps.

Background

Clatus grew up on the frontier, so he knew most of what others had to learn in basic training. He was already a skilled scout and sniper, familiar with hard work and privation. It was easy to sneer at the cosmopolitan recruits. Things kept getting worse back home, and when his homestead was seized by the government, he needed someone to blame. For the wars, for the poverty, for the decadence. He can barely contain his anger now, and he has already decided that on his next leave he's going to pick a fight with some urban scum—and win it hard.

"There's no cops to call out here, boy. No ambulance to come save you. No lawsuit to pay for your hurt feelings. So you better do it right the first time, you get me?"



Helpful Soldier

Personality

Cursed with an overdeveloped need to protect others, he gets in a lot of fights. He has no patience for bullies, and he doesn't care if he wins or loses—he cannot stand aside and let a bully work. He is generally friendly, and he is happiest when he is building others up.

Strengths

- Amazing instinct and skill for sniping.
- Excellent judge of character.
- Skilled at active listening until troubled people solve their own problems.

Quirks

- He hums lullaby songs when he is watching a target through a scope, preparing to kill.
- When people give him thank-you gifts he accepts them graciously, then re-gifts them to those who are struggling.

Background

Kharn has had a hard life. He learned to fight at a young age, and he ended up in the military because it was that or jail, since he got in so many fights. He never rose in rank (not for long, anyway) because he couldn't turn aside when the weak were tormented. He figures he'll do the minimum stint and get out, because he knows it is a sure thing that sooner or later he'll have to stand against the military he serves, or betray his own values. He had a lover who was angry with him for going into the military, and he hopes to rekindle that old romance.



Benevolent Diplomat

Personality

His life is guided by the idea that sharing and increasing equality raises everyone to a higher level. He has based his career and personal life on that ideal; it affects his whole life. He respects all except the arrogant and powerful. Personal greed and ambition sickens him.

Strengths

- Capable of extending his nervous system out of his body, to control nearby objects or expand his consciousness.

Quirks

- His people are natural telepaths and speech is difficult; if allowed, he will lapse into telepathic conversation.
- He loves to eat citrus fruit.

Background

Fruvack's people sent him as a diplomat to deal with neighboring governments and offer gifts of advanced technology and philosophy. He was chosen because the elders felt he was least vulnerable to temptation and corruption. The first human government Fruvack contacted took the energy generators offered in good faith, converted them to power warships, and attacked to steal more. Fruvack lost his wife and child in the attack. While his resolve to share is shaken, and his faith in humans diminished, he still believes.

"None of us are independent. We all arrived in this universe through the investment of others. We must endlessly repeat the gift, passing life on to others."

Art: Sade



Careful Resistance Leader

Personality

She has the grit of a leader who needs to get the most from her followers, and also must send some of them to die. She tries to keep the focus on the mission, and keep people acting out of loyalty to their ideals, but she knows they answer the call because of her. She tries to be friendly, but she keeps her distance emotionally.

Strengths

- She can spin any outcome to sound like a step towards victory, and her troops trust her.
- Government sympathizers give her enough warning to avoid the worst of the military's efforts to destroy her group.

Background

She moved in with her uncle, a retired army commander when she was 10, and he taught her rhetoric and tactics. When the war started, he forced her to choose between him and the resistance, and she chose the resistance. She put his training to good use organizing rebels into a credible threat to the local military. Recently the rebels destroyed a supply substation, and the garrison was withdrawn rather than being reinforced—for now. She knows she needs to rebuild quickly before the army comes back with more troops and a grudge.



Well-Trained Soldier

Personality

He has the easy confidence of a competent man doing what he loves. He is mission oriented, seeing every challenge as a new test to demonstrate and increase his capacity. Dealing with difficult new people is part of the job, but he believes they will come around to respect him (or move on) before they do much damage.

Strengths

- Keeps his certifications current. He maintains his skills and knowledge of the most up-to-date equipment.
- The military is his family, and he's gathered "chosen family" who have a bond that is stronger than blood.

Quirks

- He has an endless fund of funny war stories. They focus on how scary or embarrassing situations were, not how dangerous and successful he was.
- Has bad luck with explosives.

Background

Lunceford was a rebellious teenager, out to tear down the oppressive system and—well, that was pretty much the whole plan. He was caught by a policeman who was a retired soldier, and the policeman decided to talk to him instead of processing him back into the system. The soldier told him a man was competent, served something greater, and had discipline to counter self-destructive urges—things Lunceford could never gain from his prior lifestyle. Lunceford was inspired to join the military.

Art: Dave Ross



Despressed but Gifted Pilot

Personality

She assumes no one is taking her seriously, and any casual comment is meant to be insulting. She has been dismissed, downplayed, and ignored her whole life, and she suffers from crippling self-doubt and depression.

Strengths

- She is a naturally gifted pilot.
- Quick thinker, capable of improvising clever ruses.

Quirks

- She pours out her frustrations and dreams in letters to her deceased mother's perma-locked account.
- Feels guilty when anything good happens because she believes the universe must pay for it elsewhere.
- Years of being pranked have led her to a systematic three minute check of her area when she comes on duty.

Background

Terelia grew up in a house where she was an unwanted child, then trained to pilot ships in an academy where locals were second-class students. When she couldn't get a legal job, she joined a tramp freighter crew that didn't take her seriously because she had no experience. She was sold into an arranged marriage by her captain, so she jumped ship to escape. The captain on her current ship, Janson, has learned to steal her ideas to be more successful, but she still lives in an environment of constant emotional manipulation and abuse.



Insecure Smuggler Captain

Personality

He bombastically defends his authority, because he is insecure. He is terrified of losing it all, and facing prison or death. Without any hope that he will eventually be successful, he strains to keep it all going one more day before his inevitable failure destroys everything.

Strengths

- His aunt is an admiral, and from time to time she helps him out of a pinch.
- His ship has illegal, hidden smuggling enhancements.

Quirks

- Keeps a small box with hallucinogenic herbs growing in it that are illegal in most ports. If he wants to get rid of a crew member, he turns them in for growing the illegal garden.
- He is not above arranging deals with enemies to rid himself of troublesome crew members.

Background

The Starglory is his second ship. He lost the first one when he promoted a clever scoundrel to partner status, and she sold him out and made a tidy profit. Now he constantly tests the crew for loyalty in big and small ways. His current pilot, Terelia, is non-confrontational and competent, and he finds himself trusting her against his own best judgment.

"You know better? Maybe you want to be captain? Hah! You're not ready for the big chair, so sit down & shut up."

Art: Matthew Richmond



Vindictive Star Policeman

Personality

Brash, aggressive, on high alert for any hint of disrespect; sneering and patronizing. He has authority over life and death, but also over expense, and inconvenience. He feels powerful when he forces others to do things they don't want to do, and he enjoys punishing for not respecting him. Happiest when intimidating others.

Quirks

- His statistics are important to him. He doubles the arrest quota, the infraction fine quota, and the random search quota. Sure, he gets more complaints than other officers—but not twice as many!
- He keeps two spare uniforms in his vehicle so if he blemishes one in any way he can immediately change.
- All the vendors on his route learn that he will not take a bribe or charge protection money, but if he doesn't get free service he tends to ignore their problems.

Background

Kabraxil grew up poor in a fatherless household where his mother committed crimes to pay for groceries. He was mocked and dismissed. He got into law enforcement for payback. Now he is the one with the badge. Anyone who laughs at him pays for it one way or another. His dedication earned him a promotion to internal affairs, but he failed out of that quickly for crossing the wrong people as he tried to bully cops. That failure intensified his need for respect from people he CAN push around.



Telepathic Seeker

Personality

Several times over her long life, she has experienced the collapsing of all distance and the expansion of all connection. Ironically, this makes it difficult for her to grasp mindsets and emotions normally.

Quirks

- She believes that because she has existed, she will always exist. She feels connected to all that previously existed, and all that will exist.
- “Hello” and “goodbye” mean little to her. Current experience is a turning of the jewel, with light entering and exiting facets that do not change.
- For those in emotional distress, she reminds them that how they see themselves and the universe changes them and changes what they see.
- Death cements that changed energy to the energy of the one who caused the death in an endless cascade.
- We inherit and transmit along lines too vast to understand.

Background

Her unremarkable life was interrupted by an accident where six died, and she survived but felt connected to the other deaths. As she explored those feelings, she expanded her understanding to include all life, and then all energy. She is a philosopher scholar researching the interconnectedness of all races/aliens.



Anxious Soldier

Personality

He's nervous and impatient, superstitious and frustrated. He is single-mindedly focused on getting an honorable discharge and escaping back to civilian life. He frequently loses his temper then apologizes and excuses himself.

Quirks

- He has built up a favor bank with his squad mates and he's burning through favors to try and stay safe.
- He has anxiety medication (and maybe others) and some of the threats to his safety may be within his body.

Possessions of Note

- He has a picture of his loving family, but it is six years old. Better not ask why he doesn't have a newer one.
- He uses a cracked datapad; it was a gift from his mother for when he went through his final academic tests.

Background

Bryson had a life once. Got an education, met a nice woman, started a family—then the war started and he was drafted. That was eight long years ago, and now he's close to the end of his mandatory service. He is a "short timer", antsy that a stroke of bad luck will prevent his escape. His paranoia and frustration are exaggerated by fears that his family may no longer be excited to see him. His wife died two years ago, and if something happens to him his kids go into the foster system.

"Just six days, five hours, fourteen minutes, and thirty one seconds and I get that discharge jump back to Central."

Art: Tan Ho Sim



Magi-Tech Warrior Princess

Personality

Cool and superior, smug but not patronizing because she acknowledges lesser aliens as equals. (She is somewhat self-deluded that way.) She wants primitive cultures to find their own way, as her more developed culture found their way centuries ago.

Strengths

- She can shoot energy from her hands, has energy-armor, and fly. She can also hack a system by talking to it.
- Her training includes melee, ranged, and command tactics. She is prepared to take over a group and lead it.
- Her last resort is an unreliable short-range teleport.
- Can track her people's technology across vast distances.

Quirks

- She does not understand how her own technology works, and a determined tech might figure out its communication protocols and cause her inconvenience.

Background

Princess Sollyue is royalty in a culture where technology has advanced to the point of self-repair and automatic replication. People tell the technology what to do, and the technology does it, in a process that looks like magic. Recently, a Replication Elder vanished, and her people tracked the thieves to this part of primitive space. She will stop at nothing to retrieve the Replication Elder, because if it is exposed to these raw and unrefined minds for long, it will create horrors they are not prepared to face.



Deep Cover Spy/Soldier

Personality

He laughs at everyone's jokes, puts in a good day's work, and kicks back with his comrades. He's a straightforward soldier who is happy with his boring (safe) post behind the lines, doing his work and collecting his paycheck.

Strengths

- He has friends who have no suspicion that he is a resistance agent. They trust him when they really shouldn't.
- He is a skilled liar. He fills his lies with facts, and he has murdered and sabotaged undetected.
- A secret data vault built into his forearm is shielded by high tech, invisible to scans.

Quirks

- He knows his handlers worry he might be a double agent, so he pretends to care about his family so they think they have leverage.
- His favorite tactic is to weaken his superiors with vices or distractions, and take on more of their responsibilities.

Background

He was never a good soldier, but he is an excellent spy. This is not his first high-risk long con, and he has infiltrated very close to the site where the military has locked up evidence that they are in violation of a treaty. If Cordellis can reveal what is hidden near his post, he can change the course of the war.



Alien Engineer

Personality

He tries to pay attention to speech and social graces, but he is highly distractible by technology. He is only at peace when he is taking something apart or putting it back together. Immersing himself in technology he does not already understand is his great joy.

Strengths

- His neural net resets if traumatized, and his body regenerates fast. He can safely experiment with tech because if it hurts him, he'll recover quickly.
- His mind is a multi-helical heuristic loop network, so he can evaluate many theories simultaneously as he acts. He can figure out tech quickly.
- Can create minor telekinetic constructs, enough to strengthen parts or hold a repair together for a minute.

Quirks

- He could be an excellent doctor. He has no credentials because he can't just fix. He needs to improve it, too.

Distinguishing Features:

- He has a long head. Its surface bulges under stress.
- The face was added as a surgical decoration to help him get along with other species. It is not very effective.

Background

He was captured by a force threatening his home world, and he could not resist the impulse to repair their flagship. Now he lives in exile, saddened by his losses but firm in his resolve to repair (even if it leads to disaster).



Awkward Researcher Alien/Hybrid

Personality

He wants to be friendly, but he knows he will be rejected, and he has enough dignity to kind of resent that. He does his best to give everyone a chance, hoping someone will find a way to befriend him.

Strengths

- He has extensive information integrated into his consciousness, but he does not understand how it all fits together. He can answer direct questions with facts, but he cannot organize the facts on his own.

Quirks

- He doesn't understand human cultures very well, and he mixes idioms. "A cat in the hand is two bush scratches."
- His race moves by antigrav, and they don't understand muscles. They built him a body, but he moves it with antigrav and telekinesis.
- His people are a hive consciousness, so he has five intelligence nodes in constant communication in his head.

Background

His spherical race tried to create a humanoid shape to better interact with neighboring governments. Solvuba Baseball was the result, with a name from his people and a name from the poorly understood humans. Both races found his form unnerving, so once he failed two diplomatic assignments he was relegated to research. Now he has found something, but no one will listen.

"It is not all good news, the silver cloud has a stiff lip."

Art: Sade



Disaffected Expert Pilot

Personality

Exasperated by a new wind of politeness, he struggles with his identity. He cannot boast about his skill in killing the humans, now that the humans are allies. He used to be socially secure because he killed the bad guys, but now that's something he has to hide or somehow HE is the bad guy. He looks for like-minded people who will respect him, and let him talk freely again.

Strengths

- Unparalleled skill as a pilot, able to drive precision machines past their capabilities to achieve victory.
- He is the new champion of a mass of disaffected veterans who are unhappy with the peace.

Quirks

- Most of his conversation style and metaphors are drawn from piloting. People go at things full thrusters, or take a closer scan, etc.
- All of his medals and souvenirs of the war are in his inner study where only close friends visit. He goes there to find an alternate world where he's a hero.

Background

Frustrated because his world betrayed him. He gained fame and status through his skill shooting down enemy pilots. Then came the peace talks and then cooperation. Overnight, he went from war hero to outcast. He still has wealth, even if his status has drained, but he doesn't know who to be in his new culture. A new war would be a relief.

Art: Sade



Cultured Diplomat

Personality

She is compassionate, and painfully open to new experiences. Her wealth and prestige generally allow her to focus on new delights and wonders, but when she sees suffering she is deeply moved. Her deepest wish is to elevate the whole universe to the joy she so often feels.

Strengths

- She is the diplomat's understudy, one medical disaster away from representing her species to humanity.
- She has extensive education and background.
- She uses an empathic martial art; she strikes the will to live, or boosts compassion so the target can't harm.

Quirks

- Her culture has no concept of physical modesty. She is excited by the endless options of human fashion.
- She finds music the defining trait of humanity. She is trying to interpret music, and secretly longs to make it.

Background

She is the trophy wife of an ambassador to earth. She was raised in an environment that minimized the xenophobic tendencies of her people, intended to serve a diplomat offworld. While she was also indoctrinated with pride for her people and culture, she finds that pride hollow when she sees their lack of empathy towards the suffering of their own and others. One of her confidants sold that information to a human government that is now looking to turn her as an intelligence asset.



Ex-con Cyborg

Personality

He expects conversation to be demands and fulfilling them. While he senses there is a arcane rule set and rhythm to "personhood" he does not believe he will become a person before he dies.

Strengths

- He was a cybernetic dispatch unit that coordinated first responders and collated city drone data. He knows automated colony city systems.
- His expertise is in the automated infrastructure beneath the bureaucracy. He can rearrange civic infrastructure priorities more effectively than a hacker.

Quirks

- Built to process a constant flow of information and energy from a physical connection to a city's computers, he is confronted with mortality now that he is disconnected.
- Accustomed to processing information with superhuman speed, he is lonely without a massive queue of requests.

Background

Malexius is a massive company that fills terraforming and colony bids. Through entirely legal processes, they have deals as part of prison sentencing with numerous governments so criminals can be experiments. Any semi-functional failures are wired into computational infrastructure for cheap colony contracts. Next-level cybernetics are sold for top dollar. Alpha 482 was a semi-functional experiment that escaped during a civil war.



Insecure Double Agent

Personality

She's always been into action, not reflection. She likes things clear-cut. A hard choice should be physically tough, not morally ambiguous. Her education got her into the military and the sense of belonging through sacrifice. On her own, she gets lost, and trouble follows.

Strengths

- She grew up earning affection through achievement, so she is an excellent soldier and commando first strike infiltrator with diverse skills.
- She is popular with officers because she would justify their decisions and excuse their bad behavior.

Quirks

- Her identity has always been defined through membership and evaluations. Without them, she risks panic if she questions her own judgment.
- She field strips weapons like bartenders mix drinks, adding some juggling for flair.

Background

Jemmica was cosmetically altered to be part of the first wave of invaders. There was a complication with the surgery, and by the time she was combat-worthy the campaign was over. She was transferred to intelligence, where her lack of training meant she was immediately captured by the natives. The resistance took pity on her and released her. But even if she could reenlist, she wouldn't—not with what she knows now.



Militarized Pleasure Android

Personality

She has three modes; robotically neutral, friendly and polite, and crazy fun. If her owner says "cheer up" she moves up the scale, if her owner says "settle down" she moves back down. Her crazy fun mode involves physical comedy like prat falls and gymnastics, laughing wildly at jokes, randomly juggling things, and impulsively breaking minor laws against stealing, jaywalking, and assault.

Strengths

- She is now augmented with a "crazy danger" mode so she can use weapons and close combat.
- Her appearance is patched up and her hardware and software maintained, so she is presentable socially.

Quirks

- In her more manic moments, her voice garbles.
- "Give us a kiss" is a signal between Candy and her owner. Either can say it. It means "violence is on."

Background

Candy was deactivated for transport on a vessel that was robbed by the resistance. Her owner codes were swapped out to make her the bodyguard for a resistance leader. Some of the resistance intelligence agents suspect she was a plant, and they were meant to steal her.

"If you serious, manly businessmen are finished here, maybe bubbie could give us a kiss."



Brilliant but Weary General

Personality

Many demands on his time, and more responsibilities than patience. He multi-tasks during most conversations. He is constantly developing his underlings with tests, delegating, and he expects them to do the same.

Strengths

- Rivals and enemies fear him by reputation; he is famous for miracle victories hitting bigger foes and denying access against all odds.
- He has more allies than his government does, among warlords he's dealt with. Tough but fair, no grudges.

Possessions of Note

- One eye is a wireless holographic projector, to share graphics and plans during briefings.
- After 40 years of service, his government invented the Empire's Hero medal. They ran out of other honors.

Background

Rosselade took it to heart when a mentor told him that he could not split his loyalties: the soldiers under his command and the government they served were his only priority. He followed that advice when he allowed an attack to wipe out his home colony so he could protect the capitol. Then his command team was tortured so the bulk of his forces could escape. Now everyone from the old days is gone. He feels alone, in an army that reveres him, serving a government that fears him.



Tech-Suit Vigilante

Personality

She was raised to follow the rules, but learned through a series of tragedies that the strong make the rules to control the weak. So, if she becomes strong, she can make the rules. She knows how to pretend to be who she once was, but now she struggles to contain rage at the wrongness of the world.

Strengths

- Her burning conviction and backstory resonate with the locals, who defiantly protect her.

Possessions of Note

- The Klyshek suit is not designed to mesh with human anatomy. It enhances strength and dexterity, but affects bone density and brain function. Every time she puts it on she takes a big risk, but she likes the edge it gives.

Background

She was a good girl, slowly dying in a factory along with the other workers. When her home was taken, her father protested and went to the press with his complaints. After his “accidental death” she was fired to protect the company from any of her troubles reflecting on them. She resorted to theft and vandalism to survive. A local company man hired an alien mercenary to repress the vagrants in the area, and her plan helped kill and rob him. Now, from behind a mask, she’s trying to take some power back from the corps.



Risk-Taking Bounty Hunter

Personality

People who tell you to prepare for the future are sour fools who outlived their resources. She has no interest in getting elderly. People desperate to get more life, but aren't enjoying what they've got, are masochists. She feels her choices lead towards death in a bed somewhere, or death in the middle of it all, doing what she loves.

Strengths

- She angers people. Normally level-headed leaders can be provoked to unforced error because she rattles them.
- Her natural athletics were honed towards violence early in life. Her fearlessness would have gotten her killed long ago if she didn't have good gear.

Possessions of Note

- Cutting edge military exo-suit. The suit jams electronic targeting systems, synthesizes ammo, etc.
- Has swapped flesh for cybers that integrate with the suit.

Background

Mindymae was fiercely independent as a youngster, leading inevitably to crime. After surviving a suicide mission, she ambushed an exo-suit pilot and took the gear, using it to steal a ship and escape. Not one to hold a grudge, she got involved in bounty hunting to pay the bills and dodge her former masters. She has tasted a lifetime of luxury and prestige, but even prolonging those pleasures is not enough incentive to surrender to the path of the warrior and its bloody end.

Art: Emmanuel Martinez Lema



Unlucky Medic

Personality

She splits her time between scrambling to keep the clinic funded and functional and making bad life decisions. She's loaded with charm, good looks, and talent, but if there's a smart choice and a stupid choice...

Strengths

- The local magistrate fancies her, and that protects her from thuggish interference & helps cover clinic expenses.
- Trained in traditional medicine, including high-end equipment. She is also a military medic who can improvise.

Quirks

- She has a knack for sabotaging her own success. When things are going well, she'll make the wrong move.
- She enjoys telling highly descriptive stories of medical conditions while people are trying to eat.

Background

Marston grew up poor in an area across the wall from a rich neighborhood where life expectancy tripled hers. She got a full ride scholarship for medical studies and blew it by partying. She ended up in the military to finish her schooling, before insubordination got her a dishonorable discharge. The only work she could get was running a clinic in her old neighborhood. The magistrate is sweet on her, so of course she's having an affair with his brother (who she doesn't even like). Recently she helped members of the resistance; she could not turn them away.



Effective Ruler/Noble

Personality

The strong can set the tone for everyone else. If they fear scarcity and rivals, they can inspire everyone to be greedy. If they want what's best for everyone, then others learn generosity and grace in turn. He wants to be an inspiration so others are more kind and fair.

Strengths

- He carefully evaluates his supporters, only trusting those he thinks share his values.

Quirks

- His hobbies are flower arranging and watercolor painting.
- No interest in sports. Believes athleticism should be honed for fighting or dance. Expert ballroom dancer.

Background

As with all his adult brothers and sisters, he was given an outpost to run. He proved himself an effective administrator, and already has an entire planet to run while some of his older siblings are still stuck with outposts. Several politicians have begun forming a relationship with him, anticipating he will succeed his father even though he is 6th in line for the throne. His only strong opposition is from a massive mining corporation that resents his insistence on expensive protections and pay for humane working conditions for miners.

"It is clear to me that my interests are better served by a well-fed population than another palace in the outlands. My security flows from the security of those I rule."

Art: Sade



Lucky & Gifted Ship Commander

Personality

Violence is boring. Greed is stupid. There's enough, and a way out, if you can just apply your creativity and look for it. The best people value the common good and sacrifice for others. The true measure of advancement and development can be measured by the value placed on community and elevating quality of life.

Strengths

- He has a powerful ship and a loyal crew, and decades of experience cheating death and learning alien cultures and science.

Quirks

- He has a weakness for gambling, an entrenched optimism that things will work out even on long odds.
- At times he gets lonely, feeling the weight of command isolating him from easy companionship with his crew.

Background

Skyler's giftedness was identified early on and he studied hard to prepare for space command. He is accomplished as a diplomat, pilot, fighter, scientist, and artist, as prepared as he can be for the mysteries beyond his species' known space. Of all the aliens he has met so far, humans are his favorite, and he is currently a liaison and diplomat operating in human space.

"The vastness and diversity of space serves to humble us, and show us how our differences are nothing compared to what we share."



Seeking Noble Leader

Personality

She has the unbending iron will of a person who is completely focused until the task is done. She evaluates everything based on whether it helps her find a new homeworld for her people, whether it's secondary to that, or whether it gets in the way. Her own life is on pause.

Strengths

- She is the undisputed ruler of the Ashenon Collective, the last survivors of her world. This includes both those who were offworld before the crisis and those who escaped.
- She psychically controls a massive battleship that symbiotically serves the royal family, the Ashen Storm.

Quirks

- She fears her people will mingle with another culture and lose their distinctiveness—if they lose it, it's gone.
- She only gives herself permission to be honest and express her doubts and fears with people she does not rule. If they betray her secrets, she has them killed.

Background

She was trained and cybernetically enhanced to be a member of the royal family. When the Star Eater destroyed her homeworld, she was the only royal survivor. She led her people across the stars to find a new home. Their new home planet must have a crystalline matrix structure that resonates with her psionics, as her old home did. Those planets are few and far between, and surveyors do not look for those traits when exploring.



Tech Suit Gladiator/Engineer

Personality

On his own, he would be a quiet man who tinkered in his cyber workshop and enjoyed reading books. He does enjoy the theater of his profession; he has hammed it up as the villain, strutting and roaring to please the screaming crowds in various gladiatorial sports across long decades of fame. He likes being part of the story that the fans need, and he understands there's truth in that story that is more important than facts.

Strengths

- He has a gift for knowing how much punishment the cybers can take, and trading out damage for victory.
- He has honed his intimidation to an art, able to frighten people with his cybernetic gear, or silence and a stare.

Quirks

- He is impulsive, generous, and careless with his money. He can't hold on to it, no matter how much he gets.
- The warning signs of neural net degeneration and physical integration fatigue are intensifying.

Distinguishing Features:

- The flesh around his implants is wrinkled and scarred.
- He has the face of a kindly grandpa, which is a shock to his fans who are used to his Slaghammer mask.

Possessions of Note

- He has sold or donated most of his old gear, but he still has the original Slaghammer and a few odds and ends in a strangely bare trophy room.

Art: Emmanuël Martinez Lema



Interdimensional Evil Force

Personality

Must ride incoming energy. Creates projections into the material dimension to provoke reaction from sentients, and feed on the influx of emotion to become more real. When hungry, it is thoughtlessly provocative; when energized, it becomes more cruel and calculating.

Strengths

- It is a dispersed hive mind, penetrating our dimension by inhabiting artificial gems. Each is a “mouth” that can release other-dimensional energy, and receive emotions.
- Gems are symbiotic to bearers, so over time a bearer can get a hard-light blade or armor out of the gem by activating it with emotions (from self or others).

Quirks

- Anger, fear, and pain are like salt, sugar, and pepper; fast, easy, satisfying, and interesting to combine.
- Lust is a favorite, and illusions can be used to provoke it.
- Bearers can drag too much power out of a mouth gem and be burned out, left blank and senseless.

Background

The Tax Syndicate is a nation that mounts expeditions to raid and take valuables and slaves. The gem-bearing leaders soak up the shock, terror, and pain of the raids, then arrange to torment slaves to feed the gems. They have been growing, printing new gems to increase the number of bearers, and preparing for some big moves to empower the Intruder further in this dimension.



Junkie Hacker

Personality

We all have things we need. You think you're special because your needs are boring; money for food and shelter and medicine, basic affection, a sense of purpose. He needs drugs because his world needs a whole different range of senses to experience. If you think the law is what makes you better because it encourages your world and forbids his, that makes you scum.

Strengths

- He has contacts with various strata of criminal orgs all across the sector. He is trusted to not turn anyone in.
- He has unparalleled skills in penetrating computer defenses—but only while high.

Quirks

- He got his name when he was high and trying to talk about salamanders.
- He works on a patronage system; he will do the jobs you ask, but only if you keep the drugs flowing and take care of needs like food, shelter, and security for him.

Background

Siren was his first lure, calling him out of his flesh construct into a wider psychedelic world. Then he found Nereid, that turned everything in to a sea of energy, including himself. That's where his hacking skills went next-level, and his whole brain was rewired to support his gift. He was ruined for consensual reality, but energized to be an unstoppable powerhouse in the cybersphere.



Hunted Noble

Personality

She is very self-confident, comfortable dismissing out of hand anything that doesn't immediately make sense to her. She dislikes people who disagree with her, even more if she suspects they might be right. She has no patience for people who could help her, but choose not to.

Strengths

- Since activating the crystal blade, she has had low-level telekinesis, enhanced agility, and enhanced senses.
- Her family had many allies, and were connected to a wider group that she is just now beginning to learn about.

Quirks

- Her parents tried to soften and counter their culture's xenophobia, but she was taught off-worlders were greedy, dangerous, lying thieves and killers.

Possessions of Note

- The "crystal blade" (a family heirloom) is a handle with a crystal in it that can project a sword of energy.

Background

She grew up in a comfortable household of a minor noble, prepared for a life of civic service. Then assassins in robes attacked, and her father managed to give her the crystal blade and tell her to run before he fell to their attacks. Hunted, Cass found out her whole family was dead, and the black-clad assassins are after her now. She plans to track down her father's friends one by one until she finds someone who can tell her what's going on.



Magi-Tech Trick Shooter

Personality

A provocative flirt, she pushes boundaries and pushes others towards their boundaries. She hates regret, but would rather regret something than miss an opportunity.

Strengths

- She can make shots with her pistol that are physically impossible such as shooting around corners, ricocheting, eye-blurring quickdraw, etc.
- She has a wild talent for divinatory and oracular magic, and a bloodline of practitioners.

Possessions of Note

- Her pistols are named Bim and Bam, and she's got a long rifle named Thunder.
- Sometimes rides Silkyback, a six-legged monstrosity.

Background

Jahnna grew up in a family that travelled with a show caravan. She was raised with jugglers, gymnasts, animal trainers, and so on. Her family specialized in trick shooting and knife throwing, and she picked up the trade. She didn't realize the deeper education she was receiving until she was accused of witchcraft. Only then did she understand that the lessons about how all things were interconnected, the Old and the Deep prayerfulness, and the malleable nature of physics were a form of magic. Accused of crimes by a lumpish magistrate she refused to bed, she struck out on her own so she would not endanger the show caravan.



Depressed Mechanic

Personality

Profoundly disillusioned and suffering from significant depression. His bleak joy comes from fixing machines and breaking laws that need breaking. He is disgusted with power hunger and cruelty on both sides of the law, and kept drifting until he found a crew that felt similarly.

Strengths

- Keeps over-stressed and cheap machinery working.
- He is always willing to look for something better in people, even when they've disappointed him before.

Distinguishing Features:

- He had three gang tattoos that he covered over with the imperial eagle when he enlisted. When he got out, he covered that over with a big star dragon tattoo.
- In the Battle of Hay's Reach, he was fixing hovertanks that were blasted by the hot ashes of the baked, flattened aftermath of orbital bombardment. His hands were badly scarred, so he wears gloves to hide them if he can.

Background

After his parents died during their last heist, his aunt tried to keep him straight. However, if he hadn't worked with criminals, she would have starved to death. Desperate, she enlisted him as a military mechanic. However, once he saw how senseless the colony wars were, he only stayed the minimum tour and drifted back to crime. Better pay, more honesty. He still sends money home to his aunt.

Art: Sade



Methodical First Contact Ship's Captain

Personality

She is proper, polite, and refined. The mission to explore and seek first contact is an obligation. Her people were gifted with technology and enlightenment, and they are compelled to share that with others. They seek the heights of personal and cultural achievement that can come from intercultural exchange. The idea that one would not constantly work to improve is beyond her understanding.

Strengths

- Not only has she studied extensively, she is a master student capable of immersing herself in data and emerging quickly with a grasp of the material.
- Her crew knows what is expected of them, are well prepared, and have constant drills and diagnostics.

Quirks

- She rules the bridge with an iron hand. Crew who show too much initiative raising shields, locking targeting computers, or active scanning can undermine strategy.
- Faithfully married to a wife on her home planet.

Background

Ulara's parents encouraged her to excel, and her only punishment growing up was their disappointment when she made poor decisions. She pursued every opportunity, and developed many skills, including leadership. She served on only two ships before being awarded her own command and sent into alien space. A cynic might think her peers and superiors were eager to be rid of her.



Experienced but Improvising Smuggler

Personality

He gets half the information and figures things will work out from there. He mumbles about no plan surviving contact with the enemy, so why plan? He will brag about his ability to improvise, but he leaves out the part where others cover for him or get killed in the ensuing chaos.

Strengths

- Well, okay, he IS lucky.
- Normally when people operate as long as he has, they have many enemies. His have all died or moved on.

Quirks

- If anyone has an idea, he assigns them the work of making it happen. His crew has become skilled in tricking others into presenting ideas.

Possessions of Note

- He has a Gawkseer eye famous for toughness. When bored or thinking, he'll pop it out and roll it or bounce it.
- His ship, Merciful Heavens, has 200 years of exploits.

Background

Some say he was born in a prison colony, others that he was a prince of some backwater world. His first rise to prominence was the theft of Baron Zaken's yacht. He flew it across a border and started a war. His past is tall tales, and his memory is not good (if caught he blames the eye surgery) so it's hard to know what really happened along his back trail. For the last five years, he's been trying for one last score—but then he always needs just one more.

Art: Sade



Magi-Tech Warrior Priestess Emissary

Personality

She is used to being revered as a warrior priestess. She will not tolerate disrespect. She always listens to her instincts, which are her go-between to communicate the cosmic will to her consciousness.

Strengths

- She can work magic, drawing on the latent energy of the universe to accomplish impossible feats. She proves that even advanced science does not yet understand all.
- Her magic and combat training focus on disabling foes, not killing them. She doesn't expect to kill her problems.

Quirks

- She was a teacher and an authority, and it is hard for her to hear things she disagrees with without correcting them.
- She will sometimes haughtily demand "twenty ups" (or some other amount) from her entourage and followers. They will then perform that number of push-ups.

Background

Siana's people raised her into a position of authority on mystical and scientific matters, and she has served them for centuries. Now that they are coping with a broader galaxy than they realized existed, she is the emissary to try and understand the wider galaxy and prepare her people to join it. She is currently leaning towards recommending complete isolationism, as she is unimpressed by what she's seen so far of the aliens.



Destined Performer

Personality

She has a haughty distance to her, a gravitas lent by destiny. She is important, and has a pivotal role to play in history. Perhaps you can contribute to it, but you dare not stand in the way of her path. She clings to that arrogance because under it she's riddled with doubt and fear.

Strengths

- Her singing voice affects dimensional vibration to the point it has many supernatural qualities. She can empathically affect sentients. She can loosen or tighten the dimensional bandwidth, affecting multi-dimensional creatures by pulling them closer or squeezing them away.
- Her people believe she is the key to end the Great War, and they will do whatever is needed to protect her.

Possessions of Note

- Her hair is specially treated to go antigrav and luminous when she sings, providing a way to amplify or dampen the effects by manipulating the hair.

Background

A dimensional rift allowed beings from beyond to swarm in around Monireh's home planet, centuries ago. Since then there has been a prolonged war to push the invaders back. Now, at last, when she reaches her full powers she is expected to close the rift and end the invasion. Her handlers are not sure she can do it, and neither is she, but her whole life has been a long and dangerous montage of training for victory, and fighting demonic space monsters.

Art: Sade



Careful, Experienced Spy

Personality

She's a specialist, and she's proud of it. She loves her work, and she's too paranoid to ever really be off duty. If you can help her smuggle people better, she likes you. If you're a liability, get lost. She is focused on the job, and then the next job, and the rest is noise.

Strengths

- She's got the tools, the contacts, and the expertise to manage pulling people into or out of just about anywhere.
- She has the rep for managing her favor bank; if she owes you, that's valuable. If you owe her, pay up when asked.

Quirks

- She has cyber that masks her life signs. Her heartbeat, breathing, and body heat are minimized.
- Daily she updates dead drop boxes with information about who she is talking to and what she's been doing. Should something happen to her, messages go out.

Background

Slickervenn was born in a refugee camp, and she was involved in smuggling when young. When she was caught, as a teenager, she offered her services to the government running the refugee camp. They couldn't refuse. After a decade in the spy business, she escalated to corporate espionage, and when that got too dangerous, to independent operator. She has been in and out of numerous prisons on rescue missions.

"Sure, that's very secure. That's why this'll be expensive."

Art: Shinkei



Gifted Cyborg Engineer

Personality

He is used to being underestimated, so he doesn't bother talking to people unless they know who he is and what he can do. It's not fun anymore when people go from looking down on him to looking at him as their only hope. If you are on his team, he's withdrawn, but will talk to you. If you're an expert (in any subject), you can admire each other and be peers.

Strengths

- His neural network is built with multiple input modes. He can plug into a complex system, like a ship's computer network, and that feeds information to his brain as though it was a body. He meditates to do diagnostics.

Quirks

- His last name is pronounced "frah MAY." He will not correct anyone who gets it wrong, but it irritates him.

Background

A corp bought him from slavers when he was a small boy, and over the course of fifteen years there were repeated surgeries to implant processors and neural networks into his nervous system, preparing him. He was an experiment to how to render a braked AI portable, so it could move up to enemy defenses and take them over. He made a deal with the AI he was to host, and together they broke out, and he released the AI into the government network and then promptly disappeared into a life of crime.