

The supporting characters below are additional survivors available for quick reference and use, expanding the list of those provided on pages 204–209 of the *Battlestar Galactica* rulebook. They can be used as-is, or customized to meet the needs of a particular scene, adventure, or campaign.

IN THE SHADOWS

Even before the Cylon attack, these supporting characters operated outside society and followed their own rules. Each moved behind a veil of political secrecy, anonymity, or criminality. They were utterly unaware of one another's existence, but now they're side-by-side in the ragtag fugitive fleet representing the last of the human race. They may need to rely upon one another for survival. At the Game Master's discretion any of these survivors could potentially be used as a player character.

DIPLOMATIC COURIER (VETERAN)

Agi d6 **Str** d6 **Vit** d6 **Ale** d10 **Int** d10 **Wil** d10

LP 16; **Init** d6+d10

Traits Duty d6, Overweight d4, Photographic Memory d2, Political Pull d6, Uncommon Knowledge d6

Skills Covert d6/Forgery d8, Discipline d6/Concentration d8, Influence d6/Conversation d10/Persuasion d12/Politics d12, Knowledge d6/Appraisal d10/Culture d10, Perception d6/Empathy d8/Read Lips d8, Performance d6/Oratory d8

Description The diplomatic courier is used to moving amongst the corridors of power in Caprica. An envoy, information broker, negotiator, and occasional spy, he has a lifetime of experience dealing in messy political situations. He is overweight and balding, yet has a rich speaking voice that belies his upper-crust background. Though he has long been close to the seat of power, he's now without leadership. Prior to the destruction of the Twelve Colonies, he had an extensive network of allies and contacts; now he's alone, cut off from his information sources. Beneath his deceptively placid, bemused exterior is an archive of dirty secrets held by those once in power. He has

arranged off-the-books operations that range from government intervention in private industry, strikebreaking, and even assassinations. The morality of these issues never bothered him: he always assumed that they were for the greater good and that his role was merely an expeditor for the inevitable.

The diplomatic courier has a locked attaché case in his possession, containing a number of papers, a small data reader, and a Viktor CPI semi-automatic pistol, fully loaded. Inside the case (no longer attached to his wrist) is also a manacle lock. The case is shielded against x-rays, and under the laws of the Twelve Colonies, it is unlawful to search or open the case without the express consent of the owner or a member of the Quorum of Twelve.

Plot Hooks Here are a few plot hooks involving the diplomatic courier in a *Battlestar Galactica* campaign:

Haunted: The diplomatic courier has in his memory (and his attaché case) incontrovertible and damning evidence regarding past actions by one of the Quorum of Twelve. Unfortunately, this member of the Quorum is one of President Roslin's most staunch supporters, and this information has become known to her at a time when an extremely important vote is at a near-stalemate. If the contents of this file are revealed, her ally on the Quorum will suffer irreparable damage, perhaps even impeachment. President Roslin tells you that the diplomat has disappeared, and that you are to recover the case. No questions asked.

Bloody Hands: Several members of the Quorum of Twelve have been sent messages that a somewhere in the Fleet, a man has information that will be of great interest and significance in the right hands. The messages state that the owner wishes to bring this information forward and have it discussed openly in the Quorum under the full protection of Articles of the Colonies. The player characters are assigned by Adama to bring this man into protective custody. When they find him, the diplomatic courier is dead and his case has been cut from his wrist. Who has taken it? What secrets from the past could provoke a murder?

Stolen Secrets: The diplomatic courier demands an audience with someone involved in fleet security. He claims that he was mugged while using the lavatory. Beaten up and knocked unconscious, his diplomatic case was unlocked from his wrist and taken. Inside the case, he admits, was a fully-loaded pistol. That's the least of the issues, however. The real weapon was a smoking gun, a series of data files implicating a highly-placed member of President Roslin's cabinet. Was the theft a random crime, or was it part of a conspiracy?

DRUG DEALER (RECRUIT)

Agi d6 **Str** d6 **Vit** d6 **Ale** d8 **Int** d10 **Wil** d6

LP 12; **Init** d6+d8

Traits Addiction d6, Friends in Strange Places d6, Liar d6, Shadow d6

Skills Athletics d6/Running d8, Covert d6/Forgery d10/Streetwise d10, Guns d4, Medical Expertise d6/Pharmaceuticals d10/Toxicology d10, Perception d4, Planetary Vehicles d4, Scientific Expertise d6/Chemistry d12

Description Born in the slums of one of Scorpia's worse cities, she had few chances to escape the cycle of crime and poverty. If she'd been born in a better part of town, gone to a better school, had parents who cared . . . she'd have had a career as a promising chemist for one of the planet's major pharmaceutical giants, or she'd be an academic presenting papers on cutting-edge bio-chem research. Instead, her gift manifested itself in criminal activities, particularly the lucrative business of synthetic narcotic and barbiturate development. Though she's covered herself with a spread of tattoos that mark her as a criminal, she wasn't street-level in her business. Her expertise was in research and development, working behind the scenes to devise a variety of highly-addictive, cheaply-made illegal drugs.

She was on her way from a meeting with a new client—a criminal organization on Virgon—when the Cylons struck, rendering her homeless and adrift with the rest of the human race. It would have been time for a clean break, to try to turn her skills to use helping people. Instead, she followed her instincts and sought out the most powerful merchant in the black market, offering him her service in return

for protection and a level of comfort beyond the cramped quarters in the Fleet.

Plot Hooks Here are a few plot hooks involving the drug dealer in a *Battlestar Galactica* campaign:

Galactica Vice: A cheap and powerful new narcotic has appeared within the Fleet, dispensed within the black market. Highly-addictive, the drug has spread like a cancer throughout the civilian population. The problems are evident and the potential for damage to the fleet immeasurable. The President is demanding answers, and a stop to this trade. The Colonial Military has put the player characters on the job.

A Long Strange Trip: A disturbing report has emerged from within the black market, and Doc Cottle wants an answer. While there have been many synthetic drugs manufactured within the Fleet, this one seems different. Users report bizarre, almost prophetic dreams and a profound sense of invincibility. One user claims to have felt "reborn" while using it, awakening in a frothy liquid bath in a darkened room surrounded by friends and family. Then she saw the Centurions standing behind them, and woke up screaming. Have the Cylons introduced this new drug into the civilian population? The orders are simple: find out where it's coming from, and end it.

Alchemy and Prophecy: The President contacts the player characters outside the chain of command. She's heard that they're reliable and can be trusted in matters of discretion. It's come to her attention that somewhere in the Fleet, perhaps in the black market itself, is a drug chemist capable of some cutting-edge work, despite the lack of supplies and less-than-ideal working conditions. For reasons she won't disclose, she asks the player characters to find this chemist and speak to him, offering a pardon for any crimes committed, in return for lending expertise to the creation of a synthetic version of chamalla extract.

GAMBLER (VETERAN)

Agi d6 **Str** d6 **Vit** d6 **Ale** d10 **Int** d10 **Wil** d10

LP 16; **Init** d6+d10

Traits Coward d4, Greedy d4, Hideout d6, Lady Luck d10, Lazy d4, Overconfident d6, Rival

d6, Shadow d6, Sixth Sense d6, Superstitious d4, Talented (Gambling, Empathy) d4

Skills Artistry d6/Forgery d10, Covert d6/Sleight of Hand d10/Streetwise d8, Influence d6/Conversation d8/Persuasion d10, Knowledge d6/Sports d8, Perception d6/Empathy d10/Gambling d12, Performance d6/Dancing d10

Description Before the Cylon attack, the gambler was a fringe-dweller, someone who made his living at games of chance. Some gamblers were well known, playing in broadcast tournaments, honored guests at casinos; this man was the opposite. Not many knew of him, and he utilized a series of false identities and travel papers. He was invited to the highest-stakes games with people whose wealth was not the sort they advertised, and even the celebrity players talked him with some uncertainty. Despite his skill, he often found himself without funds, bobbing up and down upon the steep peaks and valleys of chance.

He's an average-looking man, beardless and dark-haired with short slightly-curved iron-grey hair. He has pale eyes and fastidious, dressing in simple but well-tailored clothing. His movements are precise, and his manner is cautious. He has a melodious, comfortable voice, and when he smiles he appears like a favorite older uncle. The gambler is taking no chances with his safety: he keeps a pistol hidden in his belongings (a Stallion with a small box of ammo). Most of the time, he's relied on his considerable charm to get him out of trouble.

Plot Hooks Following are a few plot hooks involving the gambler in a *Battlestar Galactica* campaign:

Fleeced: There are rumors about a secretive, high-stakes game of Triad that moves throughout the Fleet. Several *Galactica* pilots found out about it, got invited, and were lucky to return with their uniforms. They told the player characters about one of the gamblers, an older guy . . . unbeatable. If one of the player characters has any skill in gambling (or is perceptive enough to spot a cheat), the losing pilots have drummed up enough money to get another invite to the game. They want

to win their money back, and if they've been cheated—they want revenge.

No Man's Land: Witnesses onboard *Cloud Nine* report about a fight between a single man and a reclusive group of religious pilgrims from Aerelon, apparently over a gambling debt. Death-threats were shouted, and a small (apparently jury-rigged) explosive device was detonated in the fracas. The man has disappeared, and the Aerelonians are claiming that they've been cheated. The player characters are given the unfortunate task of finding this man.

Pater Familias: The Game Master should determine an appropriate player character (based on background) and present this scene to him: while off-duty relaxing, a strangely familiar man (the gambler) approaches. He knows the character's name, and some details about his background from early childhood, too early for the player to remember clearly. Additional details reveal detailed knowledge about the character's mother and extended family. The man claims that he's the player character's long-missing father, and that any actual father he may have known was a stepfather. This reunion can't be real, can it? And why does the man seem so nervous about some people he had a "disagreement" with recently?

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