



Artist

NAMES:
Abdalar,
Amirah,
Havima,
Iosop,
Masruq,
Sani

| Upbringing | Plebeian | Stationary | Privileged |
|---------------|----------|------------|------------|
| Attrib. Pts | 15 | 14 | 13 |
| Skill Pts | 8 | 10 | 12 |
| Reputation | 2 | 4 | 6 |
| Start Capital | 500 birr | 1,000 birr | 5,000 birr |

1. Print each page single sided. *Recommend using a heavy index card stock.*
2. Fold along the dotted line
3. Use spray adhesive on the blank side of the paper.
4. Carefully press along folded edge and work to the edges.
5. Wait a few minutes to allow adhesive to set
6. Trim along the cropping marks.

REPUTATION: +1

KEY ATTRIBUTE: EMPATHY

CONCEPT SKILLS:

COURTESAN: Manipulation, Culture, Dexterity, Observation

MUSICIAN: Manipulation, Culture, Infiltration, Observation

POET: Manipulation, Culture, Dexterity, Infiltration

APPEARANCE*

Face: Flawless makeup, bedroom eyes, black curls, animate tattoo

Clothing: Silk burra, shining dress, embroidered djellaba, swirling skirts

TALENTS (PICK ONE)

Beautiful (BIO)

Defensive

Seductive

PERSONAL PROBLEM*

- You get very jealous when others succeed. It should be your turn now.
- You are insanely stubborn and never give up despite negative consequences.
- A faction you have somehow angered is out to get you.

RELATIONSHIPS TO THE OTHER PCs*

... is annoying. He/she just rubs you the wrong way.

... appreciates your art and is deserving of your time.

... is your true love. But does he/she feel the same?

... is hiding something. You want to know what.

GEAR (PICK ONE FROM EACH ROW)

- | | |
|----------------------------|-----------------------------------|
| 1. Hand Fan | Tabula |
| 2. Opor | Environment Scanner |
| 3. Exquisite Clothing | Musical Instrument |
| 4. Beautiful (BIO) | Rare Collection of Poems |
| 5. The Memoris of Mazelman | Standing reservation at Alkamaars |

ICON (ROLL D66)

| | | | |
|-------|-------------------|-------|---------------|
| 11-14 | The Lady of Tears | 43-46 | The Traveler |
| 15-22 | The Dancer | 51-54 | The Messenger |
| 23-26 | The Gambler | 55-62 | The Judge |
| 31-34 | The Merchant | 63-66 | The Faceless |
| 35-42 | The Deckhand | | |

* Choose from the list or use your imagination.



Data Spider

NAMES:
Asour,
Barika,
Fatma,
Naim,
Omran,
Yaqub

| Upbringing | Plebeian | Stationary | Privileged |
|---------------|----------|------------|------------|
| Attrib. Pts | 15 | 14 | 13 |
| Skill Pts | 8 | 10 | 12 |
| Reputation | 2 | 4 | 6 |
| Start Capital | 500 birr | 1,000 birr | 5,000 birr |

REPUTATION: ±0

KEY ATTRIBUTE: Wits

CONCEPT SKILLS:

ANALYST: Data Djinn, Culture, Manipulation, Science

CORRESPONDENT: Culture, Manipulation, Infiltration, Observation

DATA DJINN: Data Djinn, Manipulation, Observation, Science

APPEARANCE*

Face: Flawless makeup, curious eyes, smirking face, wrinkled forehead

Clothing: Embroidered vest, dark corporate caftan, worn gallabeya, skullcap

TALENTS (PICK ONE)

Faction Standing Judge of Character Third Eye

PERSONAL PROBLEM*

- You are a compulsive thrill seeker. If you see the chance to do something foolhardy, nothing can stop you.
- You have sworn an oath never to rest until you have apprehended the nemesis of your friend or your family.
- Someone knows who you are and who you work for. Unless you pay up, the news will be spread.

RELATIONSHIPS TO THE OTHER PCs*

... has a keen eye for what's important. Watch and learn.

... has the occasional bright idea, but is mostly just a waste of space.

... doesn't even see you. One day that will change.

... is your role model. You want to be more like him/her.

GEAR (PICK ONE FROM EACH ROW)

- | | |
|----------------------|----------------------------|
| 1. Communicator (IV) | Personal Holograph |
| 2. Proximity sensor | Computer |
| 3. Vulcan Cricket | Stun Gun |
| 4. Tabula | Transactor with 1,000 birr |
| 5. Opor | Arrash |

ICON (ROLL D66)

| | | | |
|-------|-------------------|-------|---------------|
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| 31-34 | The Merchant | 63-66 | The Faceless |
| 35-42 | The Deckhand | | |

* Choose from the list or use your imagination.



Fugitive

NAMES:
Abbud,
Ghazi,
Inas,
Jibril,
Yarah,
Zinah

| Upbringing | Plebeian | Stationary | Privileged |
|---------------|----------|------------|------------|
| Attrib. Pts | 15 | 14 | 13 |
| Skill Pts | 8 | 10 | 12 |
| Reputation | 2 | 4 | 6 |
| Start Capital | 500 birr | 1,000 birr | 5,000 birr |

REPUTATION: -2

KEY ATTRIBUTE: EMPATHY

CONCEPT SKILLS:

CRIMINAL: Force, Melee Combat, Dexterity, Infiltration

MYSTIC: Manipulation, Mystic Powers, Dexterity, Infiltration

REVOLUTIONARY: Ranged Combat, Dexterity, Observation, Survival

APPEARANCE*

Face: Blank stare, facial tattoos, lip ring, shaved head

Clothing: Brown coat, jacket with many pockets, blue patterned gallabeya, turban

TALENTS (PICK ONE)

Intimidating

Mystical Power

Nine Lives

PERSONAL PROBLEM*

- A group of zealous Icon believers are on your tail. They know about your powers.
- You suffer from terrible agoraphobia that could set in at any moment.
- You have betrayed a friend who has sworn to get back at you.

RELATIONSHIPS TO THE OTHER PCs*

... wishes you harm. Keep your distance.

... knows your secret. But maybe he/she could understand you.

... is principled. A shame it's the wrong principles, though.

... is someone you respect. You hope he/she feels the same way about you.

GEAR (PICK ONE FROM EACH ROW)

- | | |
|----------------------------------|---------------------|
| 1. Anonymous Clothing | Tag with 500 birr |
| 2. Communicator (II) | Protective Clothing |
| 3. Vulcan Carbine | Dura sword |
| 4. Thermostatic Suit | Exo Shell |
| 5. Transactor with Fake Identity | Mask |

ICON (ROLL D66)

| | | | |
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| 31-34 | The Merchant | 63-66 | The Faceless |
| 35-42 | The Deckhand | | |

* Choose from the list or use your imagination.



Negotiator

NAMES:
Esam,
Izzaldin,
Minnah,
Nada,
Radwa,
Ubaid

| Upbringing | Plebeian | Stationary | Privileged |
|---------------|----------|------------|------------|
| Attrib. Pts | 15 | 14 | 13 |
| Skill Pts | 8 | 10 | 12 |
| Reputation | 2 | 4 | 6 |
| Start Capital | 500 birr | 1,000 birr | 5,000 birr |

REPUTATION: +1

KEY ATTRIBUTE: EMPATHY

CONCEPT SKILLS:

AGITATOR: Data Djinn, Force, Manipulation, Culture

DIPLOMAT: Command, Culture, Manipulation, Melee Combat

PEDDLER: Culture, Manipulation, Observation, Pilot

APPEARANCE*

Face: Red face, grave looking, stubble, too much makeup

Clothing: Red djellaba with gold embroidery, dress uniform, black caftan, head wrap with a gem

TALENTS (PICK ONE)

Faction Standing Language Modulator (CYB) Lie Detector (CYB)

PERSONAL PROBLEM*

- You have a protégé that you need to take care of. It could be a relative or a friend you owe a debt of gratitude.
- You owe money to the Syndicate. They want it back. Now.
- You are greedy, and you just have to scam people if you get the chance, even your friends.

RELATIONSHIPS TO THE OTHER PCs*

... is easy to like. And easy to manipulate.

... is very blunt. You don't understand each other.

... embarrassed you in front of everybody. You won't forget that.

... is good with words. You respect that.

GEAR (PICK ONE FROM EACH ROW)

- | | |
|-----------------------|--------------------------|
| 1. Tabula | Language Modulator (CYB) |
| 2. Com Link V | Voice Amplifier |
| 3. Exquisite Clothing | Kambra (D6 doses) |
| 4. Lie Detector (CYB) | Language Unit |
| 5. Vulcan Cricket | Mercurium Dagger |

ICON (ROLL D66)

| | | | |
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| 35-42 | The Deckhand | | |

* Choose from the list or use your imagination.



Operative

NAMES:
Abidah,
Kef, Sha-
kir, Salah,
Sorbul,
Waga

| Upbringing | Plebeian | Stationary | Privileged |
|---------------|----------|------------|------------|
| Attrib. Pts | 15 | 14 | 13 |
| Skill Pts | 8 | 10 | 12 |
| Reputation | 2 | 4 | 6 |
| Start Capital | 500 birr | 1,000 birr | 5,000 birr |

REPUTATION: ±0

KEY ATTRIBUTE: AGILITY

CONCEPT SKILLS:

ASSASSIN: Infiltration, Dexterity, Melee Combat, Ranged Combat

GUARD: Force, Melee Combat, Ranged Combat, Observation

SPY: Data Djinn, Manipulation, Infiltration, Ranged Combat

APPEARANCE*

Face: Scarred face, blank stare, cold eyes, crew cut

Clothing: Practical uniform, black gallabeya, long leather coat, utility vest

TALENTS (PICK ONE)

Executioner

Intimidating

Licensed

PERSONAL PROBLEM*

- You are paranoid and rarely trust anybody.
- You are being hunted by a powerful group/person, who wants both you and your loved ones dead.
- You have a dark secret that could turn everyone against you.

RELATIONSHIPS TO THE OTHER PCs*

... can be trusted no matter what.

... is skillful, but naïve.

... is clumsy. Don't let him/her near your stuff!

... has a hidden agenda. You are going to find out what it is.

GEAR (PICK ONE FROM EACH ROW)

- | | |
|---------------------|----------------------------------|
| 1. Vulcan Cricket | Advanced Melee Weapon |
| 2. Proximity Sensor | Computer |
| 3. Modulation Mask | Mechanical Lockpick |
| 4. Recon Drone | An Assortment of Fake Identities |
| 5. Security Tablet | Poison (5 doses) |

ICON (ROLL D66)

| | | | |
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| 31-34 | The Merchant | 63-66 | The Faceless |
| 35-42 | The Deckhand | | |

* Choose from the list or use your imagination.



Pilot

NAMES:
Dhakil,
Dunyana,
Ghazalah,
Hanbal,
Ithar,
Nadir

| Upbringing | Plebeian | Stationary | Privileged |
|---------------|----------|------------|------------|
| Attrib. Pts | 15 | 14 | 13 |
| Skill Pts | 8 | 10 | 12 |
| Reputation | 2 | 4 | 6 |
| Start Capital | 500 birr | 1,000 birr | 5,000 birr |

REPUTATION: ±0

KEY ATTRIBUTE: AGILITY

CONCEPT SKILLS:

DRIVER: Force, Pilot, Ranged Combat, Survival

FIGHTER PILOT: Data Djinn, Pilot, Ranged Combat, Technology

FREIGHTER PILOT: Data Djinn, Force, Pilot, Technology

APPEARANCE*

Face: Proud eyes, chiseled features, steely grey eyes, unshaven

Clothing: Pilot's uniform, leather jacket, overalls and safety harness, dark green caftan

TALENTS (PICK ONE)

Zero-G Training

Exo Specialist

Targeting Scope (CYB)

PERSONAL PROBLEM*

- You are reckless and take stupid risks with yourself and your ship, even when it isn't necessary.
- You hate humanites/ he Privileged/nekatra/the Zenithian Hegemony/something else, and will do anything to provoke one of them if they get close.
- You scare easily and never challenge yourself. Better safe than sorry.

RELATIONSHIPS TO THE OTHER PCs*

... thinks that you are a rickshaw driver. This annoys you.

... can take a Zero-G roll without throwing up. Impressive.

... is a good friend, someone to trust.

... thinks he/she is the captain of this boat. You know that this is far from true.


GEAR (PICK ONE FROM EACH ROW)

- | | |
|--------------------------|---------------------|
| 1. Tools (Ordinary) | Talisman (Pilot +1) |
| 2. Exo Shell | Hand Jet |
| 3. Targeting Scope (CYB) | Communicator (IV) |
| 4. Accelerator Pistol | Stun Weapon |
| 5. Flight Suit | Exquisite Clothing |

ICON (ROLL D66)

| | | | |
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* Choose from the list or use your imagination.



Preacher

NAMES:
Abdelkadir,
Heera,
Ibnassar,
Jawna,
Lunah,
Salam

| Upbringing | Plebeian | Stationary | Privileged |
|---------------|----------|------------|------------|
| Attrib. Pts | 15 | 14 | 13 |
| Skill Pts | 8 | 10 | 12 |
| Reputation | 2 | 4 | 6 |
| Start Capital | 500 birr | 1,000 birr | 5,000 birr |

REPUTATION: +1

KEY ATTRIBUTE: EMPATHY

CONCEPT SKILLS:

ASCETIC: Force, Culture, Dexterity, Science

MISSIONARY: Culture, Manipulation, Dexterity, Survival

PROPHET: Force, Culture, Manipulation, Observation

APPEARANCE*

Face: Mad eyes, fiery speech, frowning, unruly hair

Clothing: Loincloth, black preacher's gowns, golden headwrap, torn gallabeya

TALENTS (PICK ONE)

Blessing

Faction Standing

Talisman Maker

PERSONAL PROBLEM*

- You only see the worst in people, and you can't trust or accept help from anyone.
- You are indecisive and hesitant to act. You obsess over choices and get nothing done.
- You have seen the power of the Darkness, and throw a fanatical fit if signs of Darkness appear near you.

RELATIONSHIPS TO THE OTHER PCs*

... doesn't understand your visions. A lost soul.

... could be steered onto the right path. You mustn't give up.

... is probably an unbeliever. Stay clear.

... thinks before he/she speaks. Someone you can really talk to.

GEAR (PICK ONE FROM EACH ROW)

- | | |
|-----------------------|---------------------------|
| 1. Blessed scripture | Thurible |
| 2. Talisman | Cásula (Preacher's Robes) |
| 3. Reliquary | Written Prophecy |
| 4. 10 blessed M-Doses | 10 Herbal Remedies |
| 5. Tabula | Writing Paraphernalia |

ICON (ROLL D66)

| | | | |
|-------|-------------------|-------|---------------|
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| 35-42 | The Deckhand | | |

* Choose from the list or use your imagination.



Scientist

NAMES:
Abdelassa,
Cantara,
Dalal,
Omran,
Qasim,
Wana

| Upbringing | Plebeian | Stationary | Privileged |
|---------------|----------|------------|------------|
| Attrib. Pts | 15 | 14 | 13 |
| Skill Pts | 8 | 10 | 12 |
| Reputation | 2 | 4 | 6 |
| Start Capital | 500 birr | 1,000 birr | 5,000 birr |

REPUTATION: +1

KEY ATTRIBUTE: Wits

CONCEPT SKILLS:

ARCHAEOLOGIST: Culture, Observation, Science, Survival

MEDICURG: Medicurgy, Manipulation, Observation, Science

TECHNICIAN: Force, Technology, Observation, Science

APPEARANCE*

Face: Curious eyes, smooth forehead, dirty face, hair bund

Clothing: Overalls, lab coat, white djellaba, cargo shorts and boots

TALENTS (PICK ONE)

Field Medicurg

Gearhead

Wealthy Family

PERSONAL PROBLEM*

- You just can't stay off the kohôl. It makes you impulsive and erratic.
- Bounty hunters are after you, but for something you didn't do.
- A competitor has slandered your good name. One day you shall have vengeance.

RELATIONSHIPS TO THE OTHER PCs*

... is almost as smart as you. Impressive.

... has no clue. How can someone possibly be so dumb?

... makes you insecure. You don't know how to interact with him/her.

... is so beautiful. But he/she would probably never look your way twice.

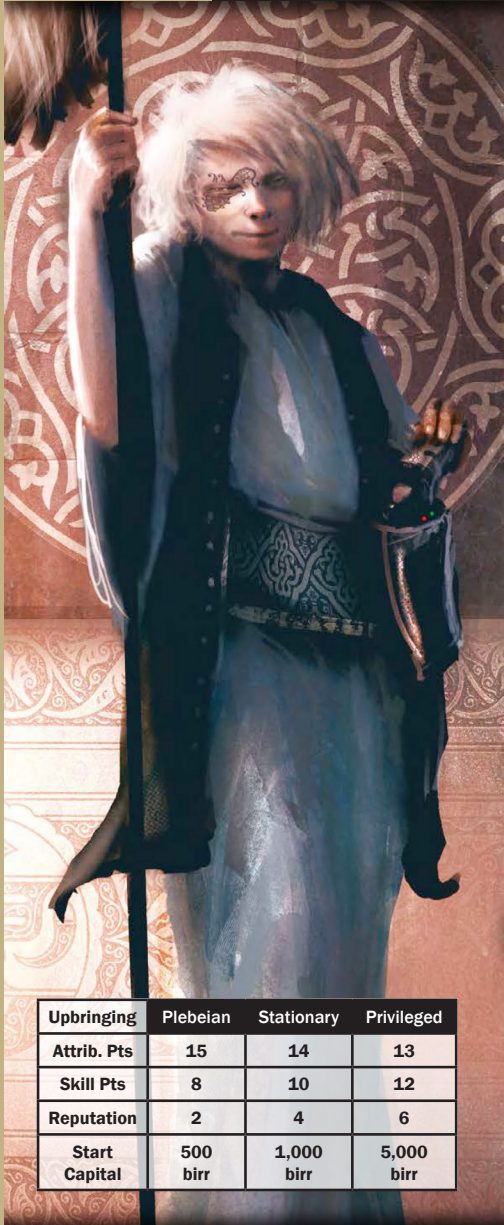
GEAR (PICK ONE FROM EACH ROW)

- | | |
|-----------------------|------------------|
| 1. Communicator (III) | Proximity Sensor |
| 2. Portable Lab | Computer |
| 3. Exo Shell | Database |
| 4. Pressure Tent | Medkit |
| 5. Tools (Advanced) | Compass |

ICON (ROLL D66)

| | | | |
|-------|-------------------|-------|---------------|
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| 31-34 | The Merchant | 63-66 | The Faceless |
| 35-42 | The Deckhand | | |

* Choose from the list or use your imagination.



Ship Worker

NAMES:
 Botou,
 Dharr,
 Fida,
 Ghaada,
 Hameed,
 Hamsa

| Upbringing | Plebeian | Stationary | Privileged |
|---------------|----------|------------|------------|
| Attrib. Pts | 15 | 14 | 13 |
| Skill Pts | 8 | 10 | 12 |
| Reputation | 2 | 4 | 6 |
| Start Capital | 500 birr | 1,000 birr | 5,000 birr |

REPUTATION: -1

KEY ATTRIBUTE: STRENGTH

CONCEPT SKILLS:

DECKHAND: Force, Manipulation, Dexterity, Culture

DOCK WORKER: Force, Melee Combat, Dexterity, Technology

ENGINEER: Data Djinn, Force, Observation, Technology

APPEARANCE*

Face: Tired eyes, sweaty face, lank hair, pursed lips

Clothing: Tattooed arms, tank top with a symbol, wide brim cap, leather jacket

TALENTS (PICK ONE)

Exo Specialist

Tough

Zero-G Training

PERSONAL PROBLEM*

- You have a short fuse and are prone to fits of rage. This often gets you in trouble.
- You have a cold heart and would never help someone in need unless you would really benefit from it.
- You have seen the Dark between the Stars, and now, space terrifies you. Sometimes you are able to conquer your fear.

RELATIONSHIPS TO THE OTHER PCs*

... treats you like a skavara.

... plots to hurt your best friend. You must find out how.

... is your closest friend. You can talk about anything with each other.

... is someone you would follow into death, if needed.

GEAR (PICK ONE FROM EACH ROW)

- | | |
|---------------------|---------------------|
| 1. Tools (Ordinary) | Vacuum Sealer |
| 2. Power Glove | Environment Scanner |
| 3. Arrash | Tabak |
| 4. Exo Loader | Exo Shell |
| 5. Hyper Rope | Dura Knife |

ICON (ROLL D66)

| | | | |
|-------|-------------------|-------|---------------|
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| 31-34 | The Merchant | 63-66 | The Faceless |
| 35-42 | The Deckhand | | |

* Choose from the list or use your imagination.



Soldier

NAMES:
Aqilah,
Faridah,
Jabbar,
Khoury,
Wazir,
Zahra

| Upbringing | Plebeian | Stationary | Privileged |
|---------------|----------|------------|------------|
| Attrib. Pts | 15 | 14 | 13 |
| Skill Pts | 8 | 10 | 12 |
| Reputation | 2 | 4 | 6 |
| Start Capital | 500 birr | 1,000 birr | 5,000 birr |

REPUTATION: -1
KEY ATTRIBUTE: AGILITY

CONCEPT SKILLS:

LEGIONNAIRE: Force, Melee Combat, Ranged Combat, Survival
MERCENARY: Melee Combat, Dexterity, Observation, Ranged Combat
OFFICER: Command, Culture, Melee Combat, Ranged Combat

APPEARANCE*

Face: Menacing stare, scarred, cybernetic eye, burn marks
Clothing: Fatigues, dress uniform, deep black djellaba, long leather coat

TALENTS (PICK ONE)

Combat Veteran Cybernetic Muscles (CYB) Tough

PERSONAL PROBLEM*

- You are addicted to opor, and use it after doing things on the battlefield you would rather forget.
- You are arrogant and condescending toward others.
- You are a coward, but try to hide it as best as you can.

RELATIONSHIPS TO THE OTHER PCs*

- ... fought by your side and saved your life.
- ... left you for dead. You will never forgive him/her.
- ... is highly skilled. A quality you respect.
- ... is wonderful. He/she will one day be yours.

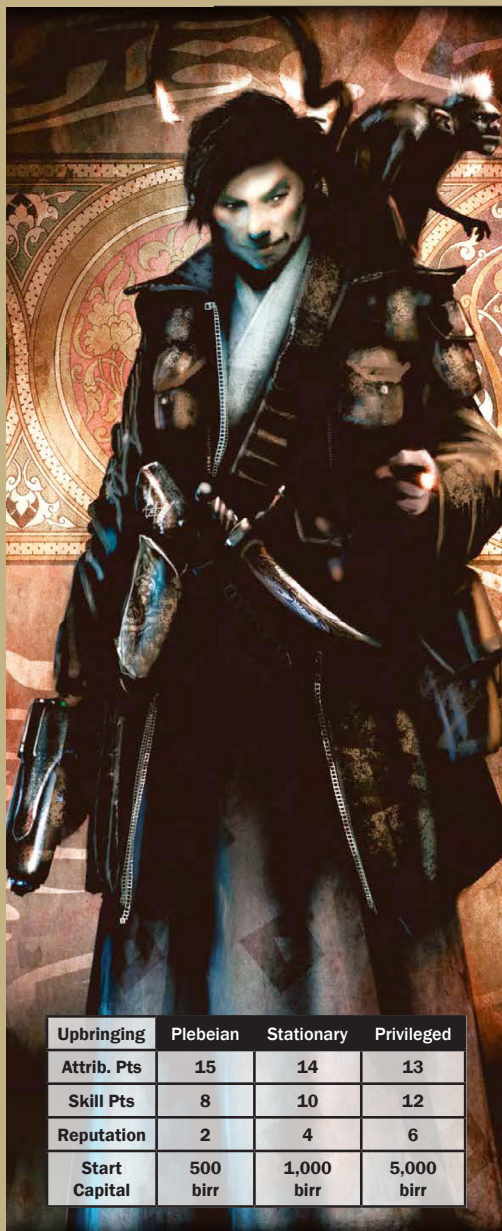
GEAR (PICK ONE FROM EACH ROW)

- | | |
|-----------------------------------|--------------------------|
| 1. Heavy armor or Mercurium sword | Vulcan Carbine |
| 2. Frag Grenade | Environment Scanner |
| 3. Exquisite Clothing | Cybernetic Muscles (CYB) |
| 4. Command Unit | Targeting Scope |
| 5. Communicator (II) | Medkit |

ICON (ROLL D66)

| | | | |
|-------|-------------------|-------|---------------|
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* Choose from the list or use your imagination.



Trailblazer

NAMES:
Amjad,
Duro,
Evgena,
Hakam,
Maysam,
Sabah

| Upbringing | Plebeian | Stationary | Privileged |
|---------------|----------|------------|------------|
| Attrib. Pts | 15 | 14 | 13 |
| Skill Pts | 8 | 10 | 12 |
| Reputation | 2 | 4 | 6 |
| Start Capital | 500 birr | 1,000 birr | 5,000 birr |

REPUTATION: ±0

KEY ATTRIBUTE: Wits

CONCEPT SKILLS:

COLONIST: Force, Dexterity, Ranged Combat, Survival

PROSPECTOR: Pilot, Technology, Science, Survival

SCOUT: Infiltration, Ranged Combat, Observation, Survival

APPEARANCE*

Face: Weather-beaten, squinting, protective goggles, bald

Clothing: Heavy overalls, crude boots, fur-lined coat, lined caftan

TALENTS (PICK ONE)

Weatherproof (CYB)

Nine Lives

Rugged

PERSONAL PROBLEM*

- You are stubborn to a fault, never giving up, even if you or your friends will suffer negative consequences.
- You have a dark secret that has made you the target of a faction.
- You are possessed by something from the Dark between the Stars. It sometimes takes over, giving you seizures or memory loss.

RELATIONSHIPS TO THE OTHER PCs*

... survived 10 days in a desert. A worthy friend.

... is always correcting you, even when he/she is wrong.

... won't stop talking. One day you will have to do something about that.

... always looks so gloomy. What's eating him/her?

GEAR (PICK ONE FROM EACH ROW)

- | | |
|------------------------|------------------|
| 1. Recon Drone | Communicator (V) |
| 2. Dura Axe | Vulcan Carbine |
| 3. 5 M-Doses | Database |
| 4. Weatherproof (CYB) | Exo Shell |
| 5. Environment Scanner | Compass |

ICON (ROLL D66)

| | | | |
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* Choose from the list or use your imagination.