

KEENA

Officer Keena is a capable veteran of the Coalition's PEC (Planetary Exploration Corps). Her skills and experience made her the perfect candidate to lead Team Inferi, a PEC specialist squad dedicated to interplanetary reconnaissance and data collection in enemy territory.

Born on Earth a few months before her parents joined the Corvo, she was raised in Tiantang, where she lived with her parents, who worked for The Union in counterterrorism and cyberprotection as strike teams. Orphaned when she was 7, she was kicked off her house when she became unable to pay and ended up living in the slums, where she relied on her quick fingers and stealth to survive. Eventually she was found by a Corvo private security company, where she quickly rose through the ranks, and eventually moved on to the PEC.

Keena is a no-nonsense, focused woman and an excellent leader, who always tries to get the job done and fulfil her duty. She always looks for the straightest, most direct approach with the least distractions, so she likes zero-g environments more than she likes most people.

Keena was raised in Tiantang, the daughter of specialist soldiers in a Corvo security company. Orphaned at a young age, she was sent to Level 63AG of the zero-g slums, where millions of immigrants huddle in wait for a place in the Corvosphere. Keena was a scrappy girl, and a leader ever since she could talk. Other slum kids looked up to her because of

her quick fists, upfront demeanor and defiance to grownups.

She didn't care if her bravado got her in trouble; she was always back on her feet quickly, whether after a beating, a scolding or a chase from the dull Corvo cops.

In time, Keena became too smart for slum gangs, and her dreams too large for Level 63AG. She started getting jobs that nobody else

dared do; first as an EVA scavenger, then as a deep-space technician, installing machines and rigs in dangerous spots and unsafe void perimeters. After a year or so, her daring and professionalism caught the eye of Corvo recruiters, who recommended her for space military ops.

It proved to be her dream job.

As an EVA soldier, Keena was committed, focused, tough, and appreciated for her very species. For her, it was the home she had never known. She even was allowed to operate in zero-g, her favorite environment. Before coming of age she was a well-trained soldier in the Coalition military, and was often top of her class and of her troop.

Humans don't often take last names; but after a few months as a member of the Coalition, Keena felt part of a civilized society once again, and decided to choose a last name. She chose Ostargia, light in the sky in her mother tongue. Thus, she became Keena Ostargia, although she doesn't use her full name while on duty for the Coalition.

Despite her amazing performance and numerous accolades, Keena's biggest break in the PEC was yet to come: she has just recently been given her own command in Team Inferi, a four-man covert ops expeditionary squad, which includes herself and one member of every Coalition species: Roadblock the Raag, Skid the Corvo hacker, and the dour Iz'kal assassin Gen'Gala.

As soon as the team was formed, they were assigned to the Ikvo, a Corvo battleship led by Commander Yisin Sun, one of the top military officers in the Iz'kal-corvo Coalition.

Inferi's mission is to scout unknown planets and enemy bases for the Ikvo, and provide intelligence or even advance military ops. Team Inferi is a relatively new unit, with little experience working with each other, but Keena is sure they will prove themselves worth of the trust and responsibility given to them.



HUMAN

Humans are remarkably adaptable. Although not as powerful as the Iz'kal or the Corvo, many humans are highly valued workers and mercenaries and their endurance is unrivalled.

Resourceful

If humans have one defining characteristic, it is their ability to find a way out of each and every situation. All human characters draw up to 8 cards whenever they would normally have to draw up to 7 cards.

Endurance

All human characters have one advantage when they perform an action using Athletic, representing their physical prowess.

Attribute Limits

Although the humans are one of the best physically suited intelligent species of the Universe, their societies were not able to develop as fully as some of the other species. Their Link and Mind Attributes are limited to a maximum value of 2 each.

UPGRADES

Atomic Balance

☐

2 points. The character is always balanced (at least on an awareness level) allowing her to not suffer any consequences of disorientation from falls, O-G movements, explosions, waves, etc. The character has a strong sense of direction and can always tell where the North is on planets with electromagnetic fields and she gains an advantage when reading maps and retracing a path. Additionally, she can ignore half her neural damage penalties rounded down.

Endocrine Control

☐

3 points. The character draws a card every time she receives any amount of physical damage from an external source. Additionally, the character ignores half her physical damage penalties rounded down.

Phagocyter

☒

1 point. The character can eat anything organic, easily digesting bones, tendons, etc. Additionally, she cannot be affected by diseases of any kind. She can also choose not to be affected by a drug or poison.

Powered Reflexes

☐

3 points. During Initiative Rounds, the character can look at the top two cards of the deck. She must play one of them face down on the table as her initiative card and discard the other. Note that a card played as an initiative card does not trigger any effects such as Playing with Ambience or Proficiency.

Cortex Connector

☒

1 point. A cortex connector allows the character to use devices that require it. The device connected to the cortex connector can be changed with one action.

Tissue Regeneration

☐

4 points. Passive. The character can discard one physical damage counter every hour if he is not bleeding out. Additionally, the character can grow back one entire severed limb in one month.

Ungodly Resilience

☐

2 points. The character has 2 additional points of physical health.

Adaptable Breather

☐

2 points. The character can breathe in any environment that contains oxygen, regardless how low its oxygen levels are, and even under liquids. Additionally, she can ignore the effects of any strange substances in the air she breathes, from toxins to carcinogenic smoke, etc.

Chameleonic Brain

☒

3 points. Action. The character can change her affinity to an affinity of her choice by discarding card of value 10 or higher.

Write other upgrades below:

 Biological Upgrade

 Technological Upgrade

VEXAL

Trying to understand an animal's true nature by studying one in captivity will provide you with the wrong answers. The animal's habits, behaviour, and mood are completely changed from what they would be in liberty. Unsurprisingly, it is the same with people. When you hear someone speak about our true nature as people, the dangers of it, and how we need rules and laws to control it for our own safety, stop for a moment and think about this: the people behind those propositions have never seen the true nature of our species. They are simply basing their studies on specimens born into submission, fear, preconceptions, and rules.

We need to be free and we need to be equal to even start scratching the surface of our true nature and all its possibilities. I think we will be impressed and humbled by them. I think we will see that all the evil we suffer today is not in the roots of our nature, but instead yet another tax of an oppressive, unjust, and controlling society.

VEXAL'S COMMANDMENTS

- Thou shalt not bear a master
- Thou shalt not restrict others
- Thou shalt think for thyself
- Thou shalt benefit others

Gravity Shift



2 points. Sustained. Suffer two neural damage. The soulbender pulls himself towards another surface that is significantly bigger than him and up to 20 metres away. The character will 'fall' towards that surface, but she will also have control over her motion and will not suffer damage from it regardless of her speed. The soulbender gains as many advantages towards this action as her Faith.

vision of the same object unless she increases her Faith. The visions are blurry and chaotic.

Faith 2: The visions are clear and appear in chronological order. Additionally, they contain some words that were heard close to the object.

Faith 3: The visions are clear and appear in chronological order. Additionally, they contain some words that were heard close to the object. The soulbender may use Psychometry on living and dead organisms as well.

Planeswalker



2 points. Sustained (Athletics/EVA). Suffer three neural damage. The soulbender can move up to 2.5 metres per turn through any solid surface as if it was not there. The character needs to establish contact with whatever she is going to move through before moving. This means that this Divine Upgrade cannot be used on things that suddenly come into contact with the character (such as letting bullets go through the body without harm).

The soulbender cannot carry anything outside her body while using this Upgrade, including gear or clothes. She can have Upgrades of any type.

The consequences of getting stuck in the middle of something will be determined by the GM, taking into consideration the consistency of the material and the Constitution of the character.

Psychometry



2 points. Action. Suffer two neural damage. The soulbender may experience visions from objects of otherwise unknown history by making physical contact with them. She can obtain information such as where the object was created, who brought it there, who has been in contact with it lately, etc. Once she has a vision, she cannot have another

Telekinesis



2 points. Action (Athletics/EVA). 2 points. Action (Athletics/EVA). Suffer one neural damage. The soulbender can move inanimate objects up to 10 metres away as if she was holding them. She can lift up to her normal carrying weight.

Faith 2: The soulbender can move inanimate objects up to 20 metres away as if she was holding them. She can lift up to her normal carrying weight

Faith 3: The soulbender can move inanimate objects up to 20 metres away as if she was holding them. She can lift up to double her normal carrying weight.

Unyielding Resolve

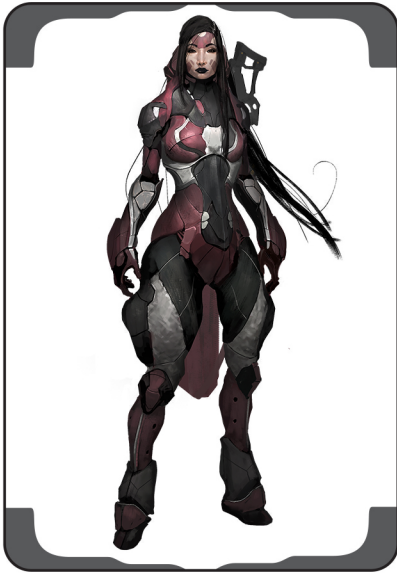


2 points. Instant. Suffer one neural damage. The soulbender can ignore all Skill penalties caused by physical damage until the end of the round.

Faith 2: Suffer one physical damage. The soulbender can recover two neural damage points.

Faith 3: Suffer one physical damage. The soulbender can play one additional card during her current action.

FAITH



NAME Keena
 AGE 33
 PROF Military explorer

PHYSICAL **HEALTH** NEURAL

DAMAGE DAMAGE

AFFINITY

AGILITY

CONSTITUTION

DEXTERITY

FAITH

LINK

MIND

GOD



BALLISTIC

INITIATIVE

PILOTING

MEDICAL

CQC

ATHLETIC

SURVIVAL

TECHNICAL

HACKING

EVA

CUNNING

PROFESSION

UPGRADES

Human traits: resourceful and endurance.

Cortex connector

Chameleonic Brain

Phagocyter

Psychometry

CREDITS

EXP

GEAR

1x Jarhead's