

	Name	Jo Berk
	Species	Modified Human
	Background	Colonial
	Archetype	Emergency Rescue Team (ERT)

Attributes				Skills	
Agility	d6	Strength	d6	Fighting (Unarmed)	d4
Smarts	d8	Vigor	d6	Healing (Human)	d8
Spirit	d6			Knowledge (Life Science)	d6
Derived Statistics				Knowledge (Medicine)	d6
<i>Stat</i>	<i>Base</i>	<i>Mod</i>	<i>AV</i>	Notice	d6
Charisma	0			Piloting (Jumpcraft)	d6
Pace	6			Shooting (Small Arms)	d6
Parry	4			Survival	d6
Toughness	5	2/4 vs bullets		Swimming (Pace 4)	d6
Armor					
Head	5	Wt Threshold	30		
Torso	7/9	Total Wt	26		
Arms	5	Encumbrance			
Legs	5	Penalty			
Wounds	-1	-2	-3	Incapacitated	
Fatigue	-1	-2		Incapacitated	

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

Hindrances	Major	Yellow - You hate fights of any kind, always seeking shelter and not taking any risks.
	Minor	Vow - You took the Hippocratic Oath, to do no harm, and you stick to that.
	Minor	Quirk - Nervous Laugh. You tend to giggle nervously in bad situations.

Edges	Anti-Poison Biomod (+2 to rolls vs poison), Vipers Biomod (Infravision, +2 Notice to detect hidden creatures or people)	

Gear	Light vest, small-caliber pistol, knife, Field Surgery Kit (+2 Healing rolls), watch-style bodycomp, canteen, ration bars	

The World of Blue Planet

Blue Planet takes place on the planet Poseidon in the Lambda Serpentis system, about 200 years in the future. It's a hard sci-fi setting that envisions a world based on projected developments in real world technology. Genetic advancements have awakened cetaceans to sentience, created animal/human hybrids, and created a new transhuman elite.

Poseidon was found at the other end of a wormhole discovered at the edge of our solar system. A scientific expedition went to explore and colonize the water world, however shortly thereafter on Earth, the Blight struck. The Blight was caused when a genetically engineered virus mutated, attacked grain and other food plants, and caused a worldwide famine. The recently established UN branch, the General Ecological Organization (GEO) became a world government of sorts as many of the UN members ceased to exist during the long dark age caused by the Blight.

Abandoned, the explorers slowly went native as their technology crumbled and their focus turned to survival. When re-contact was eventually made, after the Blight was eradicated, a culture clash developed between the natives and the new colonists. The natives choose to keep to their life-style, while colonists came, eager to escape the dreary and decaying Earth. A trickle became a flood when Xenoscilite, or Long John, was discovered. This ore made genetic redesign simpler and cheaper, and made immortality a real possibility for those who could afford it. Now the planet is in the throes of rapid expansion caused by the 'gold rush' of Long John, with all the opportunities and dangers that come with it.

The GEO is nominally in charge of Poseidon. Various Incorporates, which rule their nationalized city-states on Earth, also vie for control of Poseidon. Some natives have formed terrorist groups to resist the land hungry expansion. One example is the Sierra Nueva insurrection, a group of islands in open revolt against all non-natives. With a comparative land mass of 3% versus 30% on Earth, these conflicts will determine the planet's fate.

Jo Berk

You're an ERT, a member of an Emergency Rescue Team. ERTs are sent out wherever and whenever emergencies happen - shipwrecks, storms, flooding, you name it. It's not an easy job, in fact one of the hardest there is and dangerous to boot. You're no coward, that's for sure, but you can't stand the thought of being in a gun fight. Bullets whizzing around, people getting killed - it turns your blood to ice and makes you want to vomit. Even thinking about it makes you start sweating.

Then came this job. The ERTs are part of the GEO, so when they called for an ERT to join a rescue team, you volunteered. No one said this was some kind of military operation, where people would be armed and shooting at you. You wanted nothing to do with it, but they said it was too late to get anyone else. You're stuck going on an operation that will probably end up with you dead. Now you're ridden with anxiety over what's coming. You don't know how you're going to help anyone when shooting starts - you'll be curled up in a ball somewhere screaming. The soldier in charge has already written you off and told you that. The others don't seem to have any confidence in you either. You just hope it's all over quickly so you can go home, where it's relatively safe.