

	Name	Brenda Turley
	Species	Modified Human
	Background	Colonial
	Archetype	Medical Technician

Attributes				Skills	
Agility	d6	Strength	d6	Boating (Motorized)	d6
Smarts	d8	Vigor	d6	Fighting (Unarmed)	d4
Spirit	d6			Healing (Human)	d8
Derived Statistics				Knowledge (Life Science)	d6
<i>Stat</i>	<i>Base</i>	<i>Mod</i>	<i>AV</i>	Knowledge (Medicine)	d6
Charisma	0			Notice	d8
Pace	6			Persuasion	d6
Parry	4			Shooting (Small Arms)	d6
Toughness	5			Swimming (Pace 4)	d6
Armor					
Head	5	Wt Threshold	30		
Torso	5	Total Wt	24		
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	Heroic – You love helping people, to the point of taking risks and refusing payment.
	Minor	Vow - You took the Hippocratic Oath, to do no harm, and you stick to it.
	Minor	Quirk - Prone to seasickness. Must make a Vigor roll or take -1 to trait rolls for 1d4 hours.

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

Gear	Small-caliber pistol, knife, Field Surgery Kit (+2 Healing rolls), watch-style bodycomp	

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.

Brenda Turley

You went into medicine originally to become part of an Emergency Rescue Team. The thought of flying around, helping out people who really needed it appealed to your nature - caring, with a bit of adrenaline junkie. That dream was shattered on your first flight. You have Gulbranson's Syndrome, an incurable and severe type of motion sickness. Flying or being on a boat disables you with nausea, vomiting, severe vertigo, and even seizures. You take Peraloxine to help suppress the effect, but it is still too severe to let you fly, which disqualified you from being an ERT.

Fortunately, being on a boat isn't as bad as flying. The medicine keeps you from getting sick about half the time, the other half you feel nauseous and slightly dizzy. You got a job with a good salvage company out of Second Try, as a medical technician. You like the job, and have grown to regard your crew as family. You're closest with Sanderson, who seems to get hurt on every job, and you've gotten used to Lister barking orders, and Muniz never shutting up about how aborigines are to blame for everything that goes wrong. Okay, so they're a bit dysfunctional, but they're yours to take care of.