



Shadows Over Sol

Ready-Made Heroes



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Introduction

Presented here are nine ready-made player characters, complete with background, gear and experiences. All nine follow the character creation rules for starting characters, and all are perfect for use in a quick *Shadows Over Sol* one-shot or even a full-length campaign.

The default assumption is that these characters have only recently started operating together as a scrapper team. They have pooled their resources and purchased a mortgage for their own ship, the Kingfisher.

The nine characters are as follows:

- **Albert Astro:** An experienced space miner with a long history of skirting the gray areas of the law.
- **Aleksander Gugenheim:** A hacker and expert in electronic warfare who has gone freelance in his operations.
- **Alex Pryce:** Trained as a corp manager, he now investigates rumors of corporate coverups, wrongdoing and other abuse.
- **Francisco DeLorenzo:** A skilled survivalist with training in resource surveying and security operations.
- **Ozan Cevahir:** Ex-military pilot and skilled socialite who is now looking to make a go at being a scrapper.

- **Sam Wong:** A dashing con man and trickster with many contacts across the solar system.
- **Steve McClintock:** A former military serviceman turned pacifist, seeking a new life as a linguist and explorer.
- **Surati Gunari:** A security expert who is haunted by an unknown past.
- **Viveka Wadhwa:** A doctor with corp enemies, humble origins and an unorthodox bedside manner.

Modes of Horror

The *Shadows Over Sol* core rulebook presents three modes of horror in which to run a campaign. By default, these characters have been built with the assumption of action horror. Each character is also presented alongside an “Other Loadouts” sidebar, which gives an alternate Wealth score and set of gear for using these characters in either survival horror or investigative horror scenarios. Just swap out their default Wealth and gear for those listed in the sidebar!

The Kingfisher

The following stats for the Kingfisher have been created using the spaceship design rules found in the *Shiny New Toys* supplement. If you are playing with that supplement, these stats may be of use. Otherwise, the GM can simply use them as inspiration when narrating action involving the ship.

Cost Rating: 14

Handling -2, **Defense** 6/13, **DR** 3, **Shock** 15, **Structure** 7, **Cruise** 5

Components: Armor 3, Attach Point (Unitech CS-1r Ship's Shuttle currently attached), Cargo Bay 7, Comms Array, Freighter (Hull), Habitat (10 people), Sensor Array, Smuggler's Hold, Stasis Pods (10 pods), Thorium Reactor (Small, Power)

Properties: Vehicle

Laser Comm: +3 (♠15L/♥10L/♦5L/♣2L), Range 10M (Improvised)

The Kingfisher is a modified freighter, which likely saw use in smuggling operations before it was impounded by Sinoex and sold at auction. The armor on the ship has been beefed up, although at the cost of compromising some of the ship's interior structure. There is also a smuggler's hold located near the engine. Other parts of the ship show their age. The hull, in particular, is crisscrossed with laser scarring.

The Team

Each of these characters' backgrounds describe them as they were before they banded together to become a team of scrappers. This banding together started as the brainchild of both Ozan Cevahir and Alex Pryce, who made contact with each other over the net and discussed the prospects of going into business together, both as a commercial venture and as a means to finance their own personal pursuits.

Together, they began to reach out and assemble a team with the necessary skills. Aleksander Gugenheim was chosen for his computer skills, Viveka Wadhwa for her medical knowledge and Francisco DeLorenzo for his surveying knowhow. These were the first round of recruits.

Looking further, and taking into account the advice of the new team members, Albert Astro was contracted to provide important spacefaring expertise. Surati Gunari was hired on as security, and Steve McClintock was picked up for both his academic skills and past military experience. Finally, Sam Wong fell in with the team, almost by accident.

The team assembled, these nine members all pitched in to purchase a mortgage on the Kingfisher—a custom, if rather worn, freighter being sold at auction. All that they had to do was pick it up at Ceres, and of course, make regular mortgage payments.

Now the newly-assembled team has their ship, and it's time to make future plans.

The Team in Play

When using these characters, GMs are advised to let each player pick one. Since most gaming groups are likely to be in the range of three to six players, not all of the characters are going to be necessary as PCs.

Game Masters could conveniently forget about the remaining characters—assuming they have been left at one of the ports in the Belt to pursue other business. Another possibility is that the remaining characters could travel with the PCs, but mostly remain behind to guard the Kingfisher or do other work, while

the PCs go out “on the mission.” In this way the NPC characters can provide expertise in critical missing skills during downtime.

Published Adventures

These characters are ideal for use with published *Shadows Over Sol* scenarios. Below are some notes on how to link these characters to particular adventures.

- **Eviction Notice:** This adventure is ideal for characters using their default action horror loadouts. Sam Wong has past connections on Mars and may be able to recognize the Rockimov Syndicate. Francisco DeLorenzo has past experience driving off gangs, just like in the job description.
- **Ghost Ship:** It is easy to drop the characters into this adventure! Just have them en route on the Kingfisher, heading from one port in the Belt to another. As long as you make sure to give the heroes their listed survival horror loadouts, all of the default assumptions match up with those in the adventure. Ozan Cevahir may have particular insights into the other ship, and Steve McClintock has experience facing drones.
- **Memories:** Presented in the *Shadows Over Sol: Quick-Start*, this adventure comes with its own pre-generated player characters specific to the scenario. While the ready-made heroes won't be directly of use in Memories, imagine running Memories and then running a scenario with these characters where they investigate the Metus and the aftermath of the scenario. Maybe Sam Wong knows Casey Spenner, or maybe Blake Colby was transporting corp secrets that Aleksander Gugenheim or Alex Pryce would be interested in.
- **Small Mercy:** This adventure makes for an excellent beginning to a campaign. Albert Astro should have some insight into the logistics of the secret asteroid habitat, and Viveka Wadhwa ought to have insight into the biological horror found inside.



Albert Astro

Geneline Spacer Standard, **Subculture** Serv

Str 7, **Dex** 6 (4 exp), **Spd** 5 (1 exp), **End** 6, **Int** 4 (3 exp), **Per** 5 (5 exp), **Chr** 5 (1 exp), **Det** 5 (5 exp)
Defense 8/16, **DR** 3, **Shock** 14, **Wound** 6, **Wealth** 8, **Lifestyle** 4, **Edge** 4

Skills: Athletics 3 (lifting, microgravity), Awareness 2 (chemicals, darkness), Bio-Sci 1 (life support), Comp-Ops 1, Crafts 1, Engineer 1 (mining), Mechanic 2, Naturalist 1 (space), Persuade 2, Phy-Sci 1, Socialize 3, Vehicles 3 (harvester, shuttle)

Languages: English (native)

Subcultures: Serv, Techno

Knife: +2 (♠21M/♥14M/♦7M/♣3M), Thrown

Complication (Rival Mining Corp): The first time a joker comes up at a new port, a rival mining corp notices Albert's presence on the station and may take action against him.

Gear: AR Glasses, Biomonitor, Combat Utility Knife (Thrown), Demolition Charge, Geiger-Counter, Hand Terminal, Plasma Cutter, Toolkit (mining), Unitech "Sunspot" C3 Vac Suit (DR 3, Big 5, Bulky 1, Vac)

Albert grew up in the Belt, on Miskan Station, where he was part of the station's Mennonite community. His childhood was not particularly troubled, but he never quite fit in among the isolated populace. Instead, he would spend what time he could in the station's other sectors, hearing from travelers and merchants. Nevertheless, during his time on the station he began to learn the trade of asteroid mining, and found himself to be quite apt at it. These skills would later serve him well.

When Albert came of age, he was sent out into the world. He never went back. Instead, Albert spent time mingling with migrants and visitors. He learned what he could from these travelers before hoping a ship bound to Truman Station.

On Truman, he was recruited into an independent mining corp known as TD4.Inc. This corp specialized in mining asteroids—quick mining jobs—in and out. This was important, because TD4.Inc also specialized in jumping the mining clams of other corps: Coming in, tapping what resources they could easily extract and swooping out before anyone knew what was up.

Naturally, working for a corp like TD4.Inc was a dangerous business. It was around

Other Loadouts

Survival Horror: AR Glasses, Biomonitor, Combat Utility Knife, Demolition Charge, Geiger-Counter, Hand Terminal, Toolkit (mining). **Wealth** 4.

Investigative Horror: AR Glasses, Biomonitor, Combat Utility Knife, Demolition Charge, Geiger-Counter, Hand Terminal, Toolkit (mining), Unitech "Sunspot" C3 Vac Suit. **Wealth** 6.

this time that Albert changed his last name to Astro. Not only did this make his roots harder to trace, it also made him sound a bit debonair.

In the more than a decade that Albert has been working for the corp, he has run afoul of numerous smaller mining corporations whose claims TD4.Inc has jumped. Occasionally these corps have taken action against him, and Albert these days has make sure to watch his back when entering a new port or colony.

Albert is a solidly-built man with a bit of a beard and short brown hair. He is frequently seen in his vac suit, with the helmet off for social situations. He can have a sense of humor at times, but also knows when to buckle down and be serious.



Aleksander Gugenheim

Geneline Genius Deluxe, **Subculture** Techno

Str 3, **Dex** 5, **Spd** 5 (1 exp), **End** 4, **Int** 8, **Per** 4 (3 exp), **Chr** 7 (5 exp), **Det** 7 (2 exp)

Defense 7/14, **DR** 3, **Shock** 14, **Wound** 3, **Wealth** 8, **Lifestyle** 6, **Edge** 7

Skills: Awareness 1, Bureaucrat 2, Comp-Ops 3 (databases, surveillance), Conspiracy 2, Deception 3, Engineer 1 (sensors), Mechanic 1 (power systems), Ordnance 2, Phy-Sci 1 (orbital mechanics), Program 3 (cracking, decryption), Thievery 1, Vehicles 2

Languages: English (native)

Subcultures: Techno

Light Pistol: +2 (♠12M/♥8M/♦4M/♣2M), Range 10, Shots 10

Complication (Wanted): Aleksander is wanted by several corps, whose data he has stolen in the past. The first time a joker comes when accessing a public computer system, one of these corps has been tipped off and may initiate hostilities.

Gear: AR Glasses, Camera, Disposable Cuffs, Expert System (Pro, Thievery), Hand Terminal, P&W Wide-Trim Designer Coverjack (DR 3, Conceal 2), Toolkit (mechanic), USD-383 “Wasp” Light Pistol with clip (Range 10, Shots 10), Workstation

Aleksander Gugenheim grew up in Oras Colony on Mars. He was born to affluent parents who—hoping the most for their son—purchased him a deluxe geneline and enrolled him in highly-rated technical schools. His coursework kept him busy, and his early years were largely uneventful.

As Alexander entered his teenage years, however, he began to rebel against his parents’ overriding influence. He started hanging out with the “wrong crowd” and got involved with several minor thefts, as well as a few basic hacker operations. In these circles he took on the pseudonym, “the G.”

Still, this rebellion was undercut with a clear sense of idealism and purpose. He didn’t just steal—he stole from people who were exploiting their economic clout. He didn’t just break into computer systems—he exposed data that was purposefully being kept under wraps.

As his teenage years waned, some of Aleksander’s friends were busted breaking into a corp facility. They were quickly overpowered by security, and the legal proceedings that followed got ugly. This drove Aleksander to lay off physical theft and refocus his efforts on computers.

Leaving his teenage years and some of the rebellion behind, Aleksander got a job as a jammer working for a minor corp based out of the Belt. As a jammer, he was stationed on a ship, and would engage foes in electronic warfare during space battles. Aleksander found himself quite adept at

Other Loadouts

Survival Horror: AR Glasses, Camera, Disposable Cuffs, Hand Terminal, P&W Wide-Trim Designer Coverjack, Toolkit (mechanic), USD-383 “Wasp” Light Pistol. **Wealth** 4.

Investigative Horror: AR Glasses, Camera, Disposable Cuffs, Expert System (Basic, Thievery), Hand Terminal, P&W Wide-Trim Designer Coverjack, Toolkit (mechanic), USD-383 “Wasp” Light Pistol. **Wealth** 6.

this work, but his idealism began to butt heads with the corp’s objectives. He left this job after only a year’s service, deciding instead to go freelance.

Since then, Aleksander has been an active freelance information pirate. Often working aboard ships, he specializes in defeating computer security and electronic warfare, as well as using drones, AR and decryption to steal sensitive data. Aleksander is picky about whom he works for, and sometimes engages in jobs on his own volition, should he deem the cause fitting.

Over the course of his career, Aleksander has made many enemies among the corps he has targeted. Most of these enemies only know him by his hacker pseudonym, the G, but there is always the threat that he may be traced back to his full identity.



Alex Pryce

Geneline Wild Type, **Subculture** Neoret

Str 3, **Dex** 5, **Spd** 4 (1 exp), **End** 3 (2 exp), **Int** 7, **Per** 5, **Chr** 6, **Det** 5

Defense 7/14, **DR** 3, **Shock** 11, **Wound** 3, **Wealth** 8, **Lifestyle** 7, **Edge** 10

Skills: Bureaucrat 2, Comp-Ops 1, Crafts 1 (painting), Deception 3 (blatant lies, disguise), Empathy 2, Investigate 1 (background checks), Lib-Arts 2, Melee 1 (fencing), Naturalist 1 (dogs), Persuade 3, Socialize 3, Vehicles 1

Languages: Arabic, English (native), Japanese

Subcultures: Former, Neoret, Serv

Complication (Illness): Fatigue (moderate) consequence gained when a joker comes up on a day when Alex's medication was forgotten.

Fists: +3 (♠9L/♥6L/♦3L/♣1L)

Gear: AR Glasses, Backpack, Biomonitor, Disguise Kit, Encryption System (Pro), Hand Terminal, Personal Assistant, P&W Wide-Trim Designer Coverjack (DR 3, Conceal 2), Voice Mask.

A chemical spill in the drinking water from one of the corp-owned factories on Earth changed young Alex Pryce's life drastically as most of the surrounding community grew terminally ill, including his parents. Although Alex survived, he sustained serious injuries to his lungs and stomach. Everything was covered up, even though thousands of people died.

With no nearby planetary family to take care of him, he was moved to an orphanage where he grew extremely introverted and reclusive.

A Serv girl from an Islamic community, called Nawal, was the only joy in his life during those difficult years at the orphanage, coping with the death of his parents and his weak health. Nawal was the only kid Alex opened up to, and he was devastated when she was picked up by a spacefaring merchant family working off the moon Rhea, orbiting Saturn.

But Nawal had opened his eyes. He became a lot more outgoing, and even though none of the other kids got to know the real Alex Pryce, his life had a new perspective. In the few quiet moments he had at the orphanage, he would always look at an image of the girl who had changed his life for the better.

Adopted by a wealthy Pfeiffer & Wu-affiliated family at the age of eight, Alex was taught how to assist them in running their business, from a storage laborer to a subdepartmental assistant manager. Never truly accepted by his adopted siblings due to his health, he found art, music, food and wine the most pleasant

Other Loadouts

Survival Horror: AR Glasses, Backpack, Biomonitor, Disguise Kit, Hand Terminal, Personal Assistant, P&W Wide-Trim Designer Coverjack (DR 3, Conceal 2). **Wealth** 4.

Investigative Horror: AR Glasses, Backpack, Biomonitor, Disguise Kit, Hand Terminal, Personal Assistant, P&W Wide-Trim Designer Coverjack (DR 3, Conceal 2), Voice Mask. **Wealth** 6.

pastimes. He also took up studying the fencing styles of ancient Asia.

Working for Pfeiffer & Wu, Alex discovered a similar drinking water coverup to the one he and his family were subjected to when he was a kid. Secretly investigating the leads linked many corps together into something more sinister, spanning the entire solar system.

Today, Alex has vowed to figure out the pieces of this puzzle, all the while not revealing his hidden agenda to his family. He hires people with the right skills to dig into the corps' secret dealings and history, in exchange for information or cash gained from gambling.

If no daily medication is taken and he strains himself physically, he may suffer breathing problems and stomach cramps.

In secret, Alex is always searching the Net for Nawal, trying to figure out where she is, and if she's even alive.



Francisco DeLorenzo

Geneline Budget Upgrade, **Subculture** Neoret

Str 4 (1 exp), **Dex** 5 (5 exp), **Spd** 5, **End** 4 (1 exp), **Int** 5, **Per** 7 (5 exp), **Chr** 3 (2 exp), **Det** 6 (5 exp)
Defense 8/17, **DR** 3, **Shock** 13, **Wound** 4, **Wealth** 8, **Lifestyle** 4, **Edge** 6

Skills: Athletics 3, Comp-Ops 1, Crafts 1 (improvised tools), Deception 1 (distractions), Empathy 1, Guns 2, Investigate 2 (physical clues, question witness), Lib-Arts 1 (music), Medic 1, Melee 2 (fencing, knife), Naturalist 3 (dogs, tracking), Stealth 3

Languages: English, Spanish (native)

Subcultures: Neoret

Light Rifle: +4 (♠18M/♥12M/♦6M/♣3M), Hands 2, Range 20, Shot 10

Combat Knife: +5 (♠12M/♥8M/♦4M/♣2M), Thrown

Impairment (Distrust of Technology): Francisco suffers a -2 penalty to use high technology.

Gear: AR Glasses, Backpack, Binoculars, Combat Utility Knife (Thrown), Flashlight, Hand Terminal, Survival Kit, Unitech “Sunspot” C3 Vac Suit (DR 3, Big 5, Bulky 1, Vac), USD-1200 “Amazon” Light Rifle with clip (Hands 2, Range 20, Shots 10)

Francisco DeLorenzo was born on Earth, near the Abuja fallout zone, one of the few remaining regions given over to wilderness. After his birth, he quickly picked up the nickname “Mayo,” as he was born in May.

Francisco’s childhood was significantly more rustic than that of the vast majority of Earth’s population. The zone made net access difficult, and he spent much of his youth in the wilderness, picking over the ruins of the fallen city. He grew up among a small Neoret enclave, unusually isolated from other subcultures.

Awkward in his youth, Francisco’s parents taught him fencing to provide him with better body control and discipline. He took to this readily, and quickly exceeded his parents in skill with the saber. He enjoyed its mobility, its balance and came to learn that having a blade was practical in everyday life.

Growing up was not all fun and games, however. He lost friends to the gangs, the harsh environment and the general dangers of scavenging in the ruins. The worst of these was when Paloma died. Francisco and Paloma had been friends since young children, and Francisco loved Paloma, although he had never had the courage to tell her how he felt. One day she didn’t make it out of the ruins. He wanted to go and search for her, but the older folks felt it was a lost cause, and Francisco would have only ended up dying as well. In the end, he took their advice—something he regrets to this day.

Other Loadouts

Survival Horror: AR Glasses, Backpack, Binoculars, Combat Utility Knife, Flashlight, Hand Terminal, Survival Kit. **Wealth** 4.

Investigative Horror: AR Glasses, Backpack, Binoculars, Combat Utility Knife, Flashlight, Hand Terminal, Survival Kit, USD-1200 “Amazon” Light Rifle. **Wealth** 6.

After her death, Francisco made a silent vow to always protect his family, friends, team members and other associates. Should they be threatened, he is willing to go to great lengths to see to their protection. Every person he keeps safe honors his lost friend’s memory.

As he got older, Francisco put his wilderness skills to use, taking a job with a Sinoex subsidiary as a scout and security professional. Along with a team, he would pick over sites with potential resources and evaluate their profitability. The team would also run off local gangs that might cause problems for the Sinoex resource extraction teams that would follow.

These days he has moved off-world with his work. Francisco is in his early 30’s. He has a shaved head, with a small strip of dark facial hair. He has an average build, dark eyes and tends to wear rugged survival-oriented clothing. He almost always carries his combat utility knife.

Francisco has never held a great faith in high technology, preferring instead to rely on his own abilities and gut. If a lower-tech means to achieve a goal is available, he’ll usually take it.



Ozan Cevahir

Geneline Celebrity Deluxe, **Subculture** Former

Str 5, **Dex** 8 (2 exp), **Spd** 4 (1 exp), **End** 5 (1 exp), **Int** 4, **Per** 5 (3 exp), **Chr** 8, **Det** 5

Defense 8/17, **DR** 0, **Shock** 10, **Wound** 5, **Wealth** 8, **Lifestyle** 6, **Edge** 6

Skills: Athletics 2, Bureaucrat 1 (appeal charges), Comp-Ops 2, Deception 2 (disguise, distractions), Empathy 1, Ordnance 2, Persuade 3 (fast-talk, sweet-talk), Socialize 3, Stealth 1 (tailing), Vehicles 3

Languages: English (native)

Subcultures: Expert, Former

Impairment (Dyslexia): Ozan has a reading disorder, which can hinder her reading comprehension and slow down her reading speed. This applies a -2 penalty to any actions to understand what was read, convey concepts clearly in writing or to quickly comprehend what was written.

Fists: +4 (♠15L/♥10L/♦5L/♣2L)

Gear: AR Glasses, Camera, Disguise Kit, Expert System (Pro, Melee), Expert System (Pro, Socialize), Hand Terminal, Personal Assistant, Rope, Workstation

Ozan Cevahir was a popular child. Her parents had aspirations that she might grow up to be a vid star, subcultural icon or even take over stewardship of a celebrity personality. Even Ozan will admit that she had talent in this regard, but she wanted none of it.

Instead, Ozan was drawn to danger and thrills. She took up racing groundcars, and soon aspired to race aircraft. Defying her parents' wishes, she signed up with Unitech at the first opportunity, hoping to land a position training to be an aircraft pilot. Instead she was assigned to space.

Piloting spacecraft was a letdown at first, but she took to it well, quickly surpassing the other Earther recruits, and even some of the spacer recruits. She moved through training quickly, aided by both her charismatic personality and piloting talent. Soon she was assigned to piloting some of the best new military hardware that Unitech could churn out—very expensive military hardware. She had danger; she had excitement; she had respect. And that's when things went wrong.

Ozan was lucky to survive the crash, but the ship was brand new and its safety designs were in top shape. The spacecraft clipped a bit of debris during training maneuvers, which destabilized its path. Rather than abort the maneuver entirely, Ozan tried to stabilize it. To her credit, she succeeded, but many of the

Other Loadouts

Survival Horror: AR Glasses, Camera, Disguise Kit, Expert System (Basic, Melee), Expert System (Basic, Socialize), Hand Terminal, Rope. **Wealth** 4.

Investigative Horror: AR Glasses, Camera, Disguise Kit, Expert System (Pro, Melee), Expert System (Pro, Socialize), Hand Terminal, Rope, Workstation. **Wealth** 6.

other ships in the formation did not. Her ship rammed another, which caused both to spiral down to the Lunar surface.

She kept her life, but lost her livelihood. In the investigation that followed, the ruling of fault was uncertain. No charges were pressed against her. Nevertheless, she was discharged from the service. Her career as a military pilot was over.

Eventually, Ozan landed a job as a third-rate commercial pilot, slinging ice from the Belt to Mars as part of the water trade. This allowed her to continue to use her piloting skills, but the danger and excitement were gone. She worked this job for the next decade, getting by, but never really happy with her new path. One day she decided that she had enough, and after the haul, she resigned.

Her new plan is to try her hand at being a scrapper. Maybe this will bring back the sense of excitement that made life worth living.



Sam Wong

Geneline Wild Type, **Subculture** Entro

Str 2, **Dex** 5, **Spd** 4 (1 exp), **End** 3 (2 exp), **Int** 6, **Per** 5, **Chr** 7 (5 exp), **Det** 5

Defense 7/14, **DR** 0, **Shock** 8, **Wound** 2, **Wealth** 8, **Lifestyle** 3, **Edge** 10

Skills: Athletics 1, Awareness 2, Comp-Ops 2, Conspiracy 2, Crafts 1 (improvised tools), Empathy 3, Investigate 1, Mechanic 1 (sensors), Medic 1 (first aid), Melee 1 (shockstick), Persuade 3, Socialize 2, Stealth 3, Thievery 1 (forced entry)

Languages: English (native)

Subcultures: Entro

Impairment (Pernicious Anemia): -2 to Endurance-based actions after prolonged activity.

Shockstick: +4 (♠20L/♥14L/♦8L/♣5L); Stun

Gear: AR Glasses, Backpack, Biomonitor, E-lockpick, Flashlight, Hand Terminal, Toolkit (thievery), Translation Software (English/Mandarin), USD-07 “Firefly” Shockstick

Sam Wong was born in the Martian colony of Chi Chen. His parents were destitute and outspoken Entros, crushed by the weight of the corps and by the organized crime endemic to the colony. Growing up without an upgraded geneline, and being exposed to the seedy underbelly of Chi Chen from an early age, Sam quickly learned that he needed to live by his wits and by his charm, rather than by any sort of inborn status, if he were to survive. His pernicious anemia—an unfortunate gift of his wild type geneline—also left him unfit for the sort of manual labor pursued by low born colonists.

As he grew older, Sam found it increasingly difficult to avoid unwanted attention from Chi Chen’s organized crime. He was living on their turf, and they wanted their cut of Sam’s livelihood. Shortly after his seventeenth birthday, a confrontation with a local syndicate thug turned violent and Sam was forced to flee. He hopped a freighter, stowing away in the cargo hold. This gave him his first taste of space, and he’s rarely looked back since.

He spends his life now as a drifter and a grifter, moving from station to colony, always one step ahead of security, and frequently stowing away on passing ships.

Sam looks to be a young man in his late twenties, although in truth he is older than he

Other Loadouts

Survival Horror: AR Glasses, Backpack, Biomonitor, Flashlight, Hand Terminal, Toolkit (thievery), USD-07 “Firefly” Shockstick. **Wealth** 4.

Investigative Horror: AR Glasses, Backpack, Biomonitor, E-lockpick, Flashlight, Hand Terminal, Toolkit (thievery), USD-07 “Firefly” Shockstick. **Wealth** 6.

looks due to his time spent traveling in stasis. He’s a bit to the short side, and also a bit to the skinny side, with dirty blond hair and brown eyes. Sam usually has a five o’clock shadow on his face, as well as a dashing smile that inspires confidence in those who interact with him. He has a charming air about himself, but often sports well-worn clothes that are just a bit too big for his frame.

In two decades of space travel, Sam has made many useful contacts, everywhere from the Belt to Venus. He has grown skilled at cons and other confidence ploys, which he uses regularly to help finance his travels. If he hasn’t been to a particular port, he at least “knows a man who knows a man.” Sam knows a mark when he sees one, knows where he can lay low for a while and knows when to take the money and run.



Steve McClintock

Geneline Athlete Deluxe, **Subculture** Expret

Str 5 (3 exp), **Dex** 5 (1 exp), **Spd** 5 (5 exp), **End** 8, **Int** 7, **Per** 5, **Chr** 4, **Det** 4 (1 exp)

Defense 7/15, **DR** 3, **Shock** 15, **Wound** 6, **Wealth** 8, **Lifestyle** 6, **Edge** 5

Skills: Athletics 3 (jumping, running), Awareness 2, Bureaucrat 1 (service contracts), Comp-Ops 1, Empathy 1 (body language), Guns 3, Lib-Arts 3 (linguistics, sociology), Medic 2, Melee 2, Persuade 1 (intimidation), Socialize 2, Vehicles 1

Languages: Arabic, English (native), Portuguese, Wu

Subcultures: Expret, Heed

Fists: +4 (♠15L/♥10L/♦5L/♣2L)

Impairment (Pacifist): Steve suffers a -2 penalty to initiate violence against an enemy, other than in self defense.

Gear: AR Glasses, Biomonitor, Expert System (Basic, Lib-Arts), Hand Terminal, Medikit, Plasma Cutter, Radio Comm, Torpestat (10 doses), Unitech “Sunspot” C3 Vac Suit (DR 3, Big 5, Bulky 1, Vac)

Steve McClintock grew up on Earth, spending nineteen comfortable, if unremarkable, years there before signing up for the USD military. He was brash and reckless in his youth, somewhat naive, looking for adventure and to make a name for himself.

After signing up, he was shipped off-world almost immediately. He did his basic training in low gravity on Luna, and from there was sent on to more specialized training in orbital drops and ship-to-ship boarding operations.

After training, Steve began to be sent out on military actions across the system. These were mostly small corp interventions: drones would prepare the terrain for human action, then his team would come in and take control of the situation. In the end, Steve spent over a decade in the service, climbing from the rank of private to corporal.

Everything changed with the Battle of Tannhauser Gate. Isolated and without backup, Steve’s team were forced to fight a retreating battle, moving across the colony, as the enemy corp’s drones advanced. In the end, they had to beat a retreat towards the docks, with hopes of evacuation. Still, the drones advanced. Civilians were gunned down, caught in the crossfire. C-beams glittered in the dark.

The battle changed Steve. He grew quieter and more thoughtful, some would say withdrawn. When his next term ended,

Other Loadouts

Survival Horror: AR Glasses, Biomonitor, Hand Terminal, Medikit, Radio Comm, Torpestat, Unitech “Sunspot” C3 Vac Suit. **Wealth** 3.

Investigative Horror: AR Glasses, Biomonitor, Hand Terminal, Medikit, Plasma Cutter, Radio Comm, Torpestat, Unitech “Sunspot” C3 Vac Suit. **Wealth** 6.

he promptly mustered out the USD military. Swearing off violence and taking his back pay, he enrolled in linguistics courses at the university in Stillwater. He aimed to start a new life as a linguist and explorer. Towards this end, he has dedicated himself for almost a decade.

Today Steve is a quiet and thoughtful man, long having left his brash youth behind. He is someone who is always listening. In conversation, he lets people go on, often letting them tell him what he needs to know without asking. He is a bit of a pacifist, and no longer wishes to hurt or kill anyone.

Steve has a prominent beard, ponderous face and several military tattoos. He is of medium height, with brown hair, and keeps himself a state of fitness, despite having left military service almost a decade ago. He is particularly attached to his orange vac suit, preferring to have it repaired rather than replaced.



Surati Gunari

Geneline Ghostman, **Subculture** Modern Superman

Str 5 (5 exp), **Dex** 7 (3 exp), **Spd** 8 (2 exp), **End** 5 (5 exp),

Int 5 (1 exp), **Per** 5 (1 exp), **Chr** 6 (4 exp), **Det** 4 (3 exp)

Defense 10/20, **DR** 5, **Shock** 14, **Wound** 5, **Wealth** 8, **Lifestyle** 4, **Edge** 2

Skills: Athletics 2, Awareness 3 (concealed weapons, crowds), Bureaucrat 1, Conspiracy 1 (black market contacts), Empathy 2, Guns 3, Investigate 1 (hiding spots), Melee 3, Ordnance 2, Program 1 (security systems), Stealth 2, Thievery 1 (electronic locks), Vehicles 1

Languages: English (native)

Subcultures: Ghostman

Complication (Flashbacks): The violence in Surati's past haunts her. Whenever a joker come up during a stressful event, Surati experiences flashbacks. This can confuse and disorient her. She gains the Dazed (severe) consequence.

Light Pistol: +5 (♠12M/♥8M/♦4M/♣2M); Range 10, Shots 10

Gear: AR Glasses, Biomonitor, Expert System (Basic, Guns), Hand Terminal, Injector Unit, Stimulox (10 doses), Toolkit (investigate), USD-38n "Knight" Tactical Suit (Bulky 1), USD-383 "Wasp" Light Pistol with clip (Range 10, Shots 10)

Surati Gunari grew up to a wealthy family, moving throughout her childhood from city to city. By the time she was twelve, she had lived on all seven continents. She had the best of genelines that money could buy, but despite her natural aptitudes, her family's constant movement made it difficult to build a circle of friends. Instead of focusing on friendship, Surati began to focus on physical prowess.

In her late teenage years her parents simply disappeared. One morning they were heading to a routine meeting, and that evening they never came home. No bodies were found; no ransom demands were received; no arrests were made. Instead, Surati was simply left alone in the world, with nothing but a large inheritance and a teenage anger problem.

This is where Surati's life splits in two.

In the story of her life that she prefers, she dedicated the next half decade to tracking down her parents' killers. She learned to fight, learning to investigate and poked into every shady operation in a hundred kilometer radius.

It took years and most of her fortune, but enough bribes finally led her to the thug that shot her parents. She beat him to a bloody pulp and spent the remainder of her fortune paying off the assault charges. And all that behind her, she set out to start a new life as a scrapper.

Other Loadouts

Survival Horror: AR Glasses, Biomonitor, Hand Terminal, Injector Unit, Stimulox, Toolkit (investigate), USD-383 "Wasp" Light Pistol. **Wealth** 4.

Investigative Horror: AR Glasses, Biomonitor, Hand Terminal, Injector Unit, Stimulox, Toolkit (investigate), USD-38n "Knight" Tactical Suit, USD-383 "Wasp" Light Pistol. **Wealth** 4.

But there's also another story of Surati's life—one she doesn't like to think about. In this version, after her parents died, she lost it. When finally forced to go to school, she snapped and beat up the other children. She never learned the fate of her parents.

In this version of her life, Surati lost most of her fortune to drugs and assault charges, before finally finding herself indentured in a Xenocom penal legion. And there she wasted away for several years, her mind slowly sliding, before one day waking up as if from a dream.

Surati doesn't know how much of either of these stories is true. She doesn't want to know. At this point she just wants to concentrate on her future rather than focusing on her past.



15
THREAT

Viveka Wadhwa

Geneline Groundside Standard, **Subculture** Heed

Str 5 (1 exp), **Dex** 7, **Spd** 4, **End** 5 (1 exp), **Int** 7 (3 exp), **Per** 6 (4 exp), **Chr** 5 (5 exp), **Det** 4 (3 exp)
Defense 8/17, **DR** 0, **Shock** 9, **Wound** 5, **Wealth** 8, **Lifestyle** 6, **Edge** 6

Skills: Awareness 1 (scent), Bio-Sci 3 (biochemistry, toxicology), Comp-Ops 1, Deception 1, Empathy 2 (counseling), Guns 1 (ballistic pistol), Lib-Arts 1, Medic 3 (first aid, surgery), Persuade 1 (leadership), Phy-Sci 1 (chemistry), Socialize 3 (gather rumors, put at ease)

Languages: English (native), Hindi

Subcultures: Entro, Expret, Ghostman, Heed

Impairment (Antiquated Implant): Viveka has a cybernetic arm (her off-hand) that is past its prime and ought to be replaced. She takes a -2 penalty to actions that rely exclusively on this arm.

Light Pistol: +5 (♠12M/♥8M/♦4M/♣2M), Range 10, Shots 10

Gear: AR Glasses, Hand Terminal, Medikit, Regenasone (10 doses), Stimulox (10 doses), Surgery Kit (basic), Torpestat (10 doses), USD-383 “Wasp” Light Pistol with clip (Range 10, Shots 10), Verazine (10 doses)

Viveka Wadhwa grew up among the masses on Earth. Her childhood was quiet and nurturing, if not quite economically comfortable. She studied hard, did well and had many disparate aspirations. Eventually, she was recruited as part of a program to help the disadvantaged find jobs, and from there was sent to university and then on to medical school. She excelled at diagnosis, biological knowledge and other intellectual aspects of the program. She was routinely criticized that her bedside manner was less than professional—too informal and not befitting a doctor. Because of this latter complaint, she just squeaked through graduating.

However, finding a job after medical school was difficult. Her bearing was a black mark on her record, and failing to obtain any fully positive recommendations, she resorted to trying to land whatever job she could. It turns out that Jenseitech was hiring.

Viveka started her new corporate gig without much in the way of expectations, but soon found it comfortable enough. She did her work, left it at the workplace when she went to party and accepted that she would have a life doing medical research in the lower ranks.

The promotion ruined all that. It showed up in her inbox one day with big, bold letters: “Congratulations!” It then went on to inform her that she was being moved up in rank to a new project, and that her salary would likewise take a nice jump upward. She should have been happy.

Other Loadouts

Survival Horror: AR Glasses, Hand Terminal, Medikit, Regenasone, Stimulox, Torpestat, USD-383 “Wasp” Light Pistol. **Wealth** 4.

Investigative Horror: AR Glasses, Hand Terminal, Medikit, Regenasone, Stimulox, Surgery Kit (basic), Torpestat, USD-383 “Wasp” Light Pistol. **Wealth** 6.

The new project, however, didn’t agree with her. It was a very secretive initiative, cloaked behind layers of security measures. Viveka began to suspect something sinister was being developed, although she never found out exactly what.

She decided to do some snooping one evening after most people were gone. She went into to some restricted areas, poking around to see what she would find. Whatever was in the back, however, didn’t take too kindly to her intrusion. The large, surprisingly quick *thing* knocked her down. It also ate her arm.

She bled out in a restricted research hallway. That would have been the end if her colleague, Deena Simms, hadn’t found her, treated her wounds and tacking on an antiquated arm implant, left for scrap.

After that, Deena told her to run, lest the corp would catch up with her and take action for her snooping. With that Viveka hopped a ship off Earth and started a new life out in space.

Shadows Over Sol

Name Albert Astro
Geneline Spacer Standard Subculture Serv

Stats

Strength	Dexterity	Speed	Endurance	Intelligence	Perception	Charisma	Determination
							
3 0	3 4	2 1	3 0	2 3	2 5	2 1	2 5

Skills

Athletics Lifting Microgravity	3	Conspiracy	0	Guns	0	Melee	0	Program	0
Awareness Chemicals Darkness	2	Crafts	1	Investigate	0	Naturalist Space	1	Socialize	3
Bio-Sci Life Support	1	Deception	0	Lib-Arts	0	Ordnance	0	Stealth	0
Bureaucrat	0	Empathy	0	Mechanic	2	Persuade	2	Thievary	0
Comp-Ops	1	Engineer Mining	1	Medic	0	Phy-Sci	1	Vehicles Harvester Shuttle	3

Languages
English (native)

Cultures
Serv
Techno

Weaknesses

Complication (Rival Mining Corp): The first time a joker comes up at a new port, a rival mining corp notices Albert's presence on the station and may take action against him.

Computers & Software
Hand Terminal

Rating
3

Implants
Biomonitor

0

Endurance

6





Gear

AR Glasses
Demolition Charge
Geiger-Counter
Plasma Cutter
Toolkit (mining)






















Encumbrance

6/7

Combat & Scores

Edge	Wealth	Lifestyle	Defense
4	8	4	8 / 16
Wounds			DR
Light -1		3	Shock
Moderate -2		Total Wounds	
Severe -3			
Critical -4		Wound	
			6

Consequences

Arm	Attack	Damage
<u>Knife</u>	+2	 2M  1M  4M  7M  3M
Properties Thrown	+	   
Properties	+	   
Properties	+	   
Properties	+	   

Armor

Armor	DR	Properties
<u>Vac Suit</u>	3	Big 5, Bulky 1, Vac

Shadows Over Sol

Name Aleksander Gugenheim

Geneline Genius Deluxe

Subculture Techno

Stats

Strength

3

1 0

Dexterity

5

2 0

Speed

5

2 1

Endurance

4

2 0

Intelligence

8

4 0

Perception

4

2 3

Charisma

7

3 5

Determination

7

3 2

Skills

Athletics

0

Conspiracy

2

Guns

0

Melee

0

Program
Cracking
Decryption

3

Awareness

1

Crafts

0

Investigate

0

Naturalist

0

Socialize

0

Bio-Sci

0

Deception

3

Lib-Arts

0

Ordnance

2

Stealth

0

Bureaucrat

2

Empathy

0

Mechanic
Power Systems

1

Persuade

0

Thievery

1

Comp-Ops
Databases
Surveillance

3

Engineer
Sensors

1

Medic

0

Phy-Sci
Orbital Mechanics

1

Vehicles

2

Languages

English (native)

Cultures

Techno

Weaknesses

Complication (Wanted): Aleksander is wanted by several corps, whose data he has stolen in the past. The first time a joker comes when accessing a public computer system, one of these corps has been tipped off.

Combat & Scores

Edge	Wealth	Lifestyle	Defense
7	8	6	7 / 14
Wounds			DR
Light	-1	□□□□	3
Moderate	-2	□□□□	Shock
Severe	-3	□□□□	14
Critical	-4	□□□□	Total Wounds
			Wound
			3

Consequences

Arm	Attack	Damage
Light Pistol	+2	2M / 8M / 4M / 2M
Properties Range 10, Shots 10		
Properties	+	♠ / ♥ / ♦ / ♣
Properties	+	♠ / ♥ / ♦ / ♣
Properties	+	♠ / ♥ / ♦ / ♣
Properties	+	♠ / ♥ / ♦ / ♣

Armor	DR	Properties
Coverjack	3	Conceal 2

Computers & Software

Hand Terminal	Rating 3
Expert System (Pro, Thievery)	5
Workstation	5

Implants

	Rating
Endurance	4

Gear

AR Glasses	
Camera	
Disposable Cuffs	
Toolkit (Mechanic)	

Encumbrance 5/3

Shadows
Over Sol

Name Alex Pryce
Geneline Wild Type Subculture Neoret

Stats

Strength	Dexterity	Speed	Endurance	Intelligence	Perception	Charisma	Determination
<u>3</u>	<u>5</u>	<u>4</u>	<u>3</u>	<u>7</u>	<u>5</u>	<u>6</u>	<u>5</u>
1 0	2 0	2 1	1 2	3 0	2 0	3 0	2 0

Skills

Athletics	<u>0</u>	Conspiracy	<u>0</u>	Guns	<u>0</u>	Melee Fencing	<u>1</u>	Program	<u>0</u>
Awareness	<u>0</u>	Crafts Painting	<u>1</u>	Investigate Background Checks	<u>1</u>	Naturalist Dogs	<u>1</u>	Socialize	<u>3</u>
Bio-Sci	<u>0</u>	Deception Blatant Lies Disguise	<u>3</u>	Lib-Arts	<u>2</u>	Ordnance	<u>0</u>	Stealth	<u>0</u>
Bureaucrat	<u>2</u>	Empathy	<u>2</u>	Mechanic	<u>0</u>	Persuade	<u>3</u>	Thievery	<u>0</u>
Comp-Ops	<u>1</u>	Engineer	<u>0</u>	Medic	<u>0</u>	Phy-Sci	<u>0</u>	Vehicles	<u>1</u>

Languages

Arabic
English (native)
Japanese

Cultures

Former
Neoret
Serv

Weaknesses

Complication (Illness): Fatigue (moderate) consequence gained when a joker comes up on a day when Alex's medication was forgotten.

Computers & Software

Hand Terminal 3
Encryption System (Pro) 5
Personal Assistant 5

Implants

Biomonitor 0

Endurance 3

Gear

AR Glasses
Backpack
Disguise Kit
Voice Mask

Encumbrance 3/3+5

Combat & Scores

Edge 10	Wealth 8	Lifestyle 7	Defense 7 / 14	
Wounds			DR 3	Shock 11
Light -1	□□□□		Total Wounds	Wound 3
Moderate -2	□□□□			
Severe -3	□□□□			
Critical -4	□□□□			

Consequences

Arm	Attack	Damage
<u>Fists</u>	<u>+3</u>	<u>9L</u> / <u>6L</u> / <u>3L</u> / <u>1L</u>
Properties	<u>+</u>	<u>♠</u> / <u>♥</u> / <u>♦</u> / <u>♣</u>
Properties	<u>+</u>	<u>♠</u> / <u>♥</u> / <u>♦</u> / <u>♣</u>
Properties	<u>+</u>	<u>♠</u> / <u>♥</u> / <u>♦</u> / <u>♣</u>
Properties	<u>+</u>	<u>♠</u> / <u>♥</u> / <u>♦</u> / <u>♣</u>

Armor	DR	Properties
<u>Coverjack</u>	<u>3</u>	<u>Conceal 2</u>

Shadows
Over Sol

Name Francisco DeLorenzo
Geneline Budget Upgrade Subculture Neoret

Stats

Strength	Dexterity	Speed	Endurance	Intelligence	Perception	Charisma	Determination
							
2 1P	2 5P	2 0	2 1P	2 0	3 5P	1 2	3 5P

Skills

Athletics	3	Conspiracy	0	Guns	2	Melee Fencing Knife	2	Program	0
Awareness	0	Crafts Improvised Tools	1	Investigate Physical Clues Question Witnesses	2	Naturalist Dogs Tracking	3	Socialize	0
Bio-Sci	0	Deception Distractions	1	Lib-Arts Music	1	Ordnance	0	Stealth	3
Bureaucrat	0	Empathy	1	Mechanic	0	Persuade	0	Thievery	0
Comp-Ops	1	Engineer	0	Medic	1	Phy-Sci	0	Vehicles	0

Languages

English
Spanish (native)





Cultures

Neoret

Weaknesses

Impairment (Distrust of Technology): Francisco suffers a -2 penalty to use high technology.

Combat & Scores

Edge	Wealth	Lifestyle	Defense
6	8	4	8 / 17
Wounds			DR 3 Shock 13
Light -1		Total Wounds Wound 4	
Moderate -2			
Severe -3			
Critical -4			

Consequences

Computers & Software

Hand Terminal

Rating
3

Implants

Endurance

4

Gear

AR Glasses

Backpack





Flashlight

Survival Kit

Encumbrance

5/4+5

Arms

Arm Light Rifle +4  18M  12M  6M  3M

Properties Hands 2, Range 20, Shots 10

Knife +5  12M  8M  4M  2M

Properties Thrown

+  1  2  3  4  5

Properties

+  1  2  3  4  5

Properties

Armor

Armor Vac Suit DR 3 Properties Big 5, Bulky 1, Vac

Shadows Over Sol

Name Ozan Cevahir
Geneline Celebrity Deluxe Subculture Former

Stats

Strength	Dexterity	Speed	Endurance	Intelligence	Perception	Charisma	Determination
							
20	42	21	21	20	23	40	20

Skills

Athletics	2	Conspiracy	0	Guns	0	Melee	0	Program	0
Awareness	0	Crafts	0	Investigate	0	Naturalist	0	Socialize	3
Bio-Sci	0	Deception Disguise Distractions	2	Lib-Arts	0	Ordnance	2	Stealth Tailing	1
Bureaucrat Appeal Charges	1	Empathy	1	Mechanic	0	Persuade Fast-Talk Sweet-Talk	3	Thievery	0
Comp-Ops	2	Engineer	0	Medic	0	Phy-Sci	0	Vehicles	3

Languages
English (native)

Cultures
Expret
Former

Weaknesses

Impairment (Dyslexia): Ozan has a reading disorder, which can hinder her reading comprehension. This applies a -2 penalty to any actions to understand what was read or to convey concepts clearly in writing.

Computers & Software

Hand Terminal & Workstation Rating 3 & 5
Expert Systems (Pro, Melee & Socialize) 5
Personal Assistant 5

Implants





Endurance 5

Gear

















AR Glasses
Camera
Disguise Kit
Rope

Encumbrance 4/5

Combat & Scores

Edge	Wealth	Lifestyle	Defense
6	8	6	8 / 17
Wounds			DR
Light	-1		0
Moderate	-2		Shock
Severe	-3		10
Critical	-4		Total Wounds
			Wound
			5

Consequences

Arm	Attack	Damage
Fists	+4	15L / 10L / 5L / 2L
Properties	+	   
Properties	+	   
Properties	+	   
Properties	+	   

Armor

Armor	DR	Properties
_____ _____ _____	_____ _____ _____	_____ _____ _____

Shadows
Over Sol

Name Sam Wong
Geneline Wild Type Subculture Entro

Stats

Strength	Dexterity	Speed	Endurance	Intelligence	Perception	Charisma	Determination
<u>2</u>	<u>5</u>	<u>4</u>	<u>3</u>	<u>6</u>	<u>5</u>	<u>7</u>	<u>5</u>
1 0	2 0	2 1	1 2	3 0	2 0	3 5	2 0

Skills

Athletics	<u>1</u>	Conspiracy	<u>2</u>	Guns	<u>0</u>	Melee Shockstick	<u>1</u>	Program	<u>0</u>
Awareness	<u>2</u>	Crafts Improvised Tools	<u>1</u>	Investigate	<u>1</u>	Naturalist	<u>0</u>	Socialize	<u>2</u>
Bio-Sci	<u>0</u>	Deception	<u>0</u>	Lib-Arts	<u>0</u>	Ordnance	<u>0</u>	Stealth	<u>3</u>
Bureaucrat	<u>0</u>	Empathy	<u>3</u>	Mechanic Sensors	<u>1</u>	Persuade	<u>3</u>	Thievery Forced Entry	<u>1</u>
Comp-Ops	<u>2</u>	Engineer	<u>0</u>	Medic First Aid	<u>1</u>	Phy-Sci	<u>0</u>	Vehicles	<u>0</u>

Languages
English (native)

Cultures
Entro

Weaknesses

Impairment (Pernicious Anemia): -2 to Endurance-based actions after prolonged activity.

Computers & Software

Hand Terminal 3

Translation Software (English/Mandarin) 3

Implants 0

Biomonitor

Endurance 3

Gear

AR Glasses

Backpack

E-Lockpick

Flashlight

Toolkit (Thievery)

Encumbrance 3/2+5

Combat & Scores

Edge	Wealth	Lifestyle	Defense
10	8	3	<u>7</u> / <u>14</u>
Wounds			DR
Light	-1	0	0
Moderate	-2	0	0
Severe	-3	0	0
Critical	-4	0	0
Total Wounds			Shock
			8
			2

Consequences

Arm Shockstick
Attack +4 Damage 20L/♥ 14L/♦ 8L/♣ 5L

Properties Stun + ♠ /♥ /♦ /♣

Properties + ♠ /♥ /♦ /♣

Properties + ♠ /♥ /♦ /♣

Properties + ♠ /♥ /♦ /♣

Properties

Armor

DR Properties

Shadows
Over Sol

Name Steve McClintock
Geneline Athlete Deluxe Subculture Expret

Stats

Strength	Dexterity	Speed	Endurance	Intelligence	Perception	Charisma	Determination
 2 3	 2 1p	 2 5	 4 0	 3 0	 2 0	 2 0	 2 1p

Skills

Athletics Jumping Running	3	Conspiracy	0	Guns	3	Melee	2	Program	0
Awareness	2	Crafts	0	Investigate	0	Naturalist	0	Socialize	2
Bio-Sci	0	Deception	0	Lib-Arts Linguistics Sociology	3	Ordnance	0	Stealth	0
Bureaucrat Service Contracts	1	Empathy Body Language	1	Mechanic	0	Persuade Intimidation	1	Thievary	0
Comp-Ops	1	Engineer	0	Medic	2	Phy-Sci	0	Vehicles	1

Languages

Arabic
English (native)
Portuguese
Wu





Cultures

Expret
Heed

Weaknesses

Impairment (Pacifist): Steve suffers a -2 penalty to initiate violence against an enemy, other than in self defense.

Combat & Scores

Edge	Wealth	Lifestyle	Defense
5	8	6	7 / 15
Wounds			DR 3 Shock 15
Light	-1		Total Wounds Wound 6
Moderate	-2		
Severe	-3		
Critical	-4		

Consequences

Computers & Software

Hand Terminal 3
Expert System (Basic, Lib-Arts) 3















Implants

Biomonitor 0

Endurance 8

Gear

AR Glasses
Medikit
Plasma Cutter
Radio Comm
Torpestat (10 doses)
Encumbrance 4/5

Arm	Attack	Damage
Fists	+4	15L / 10L / 5L / 2L
Properties	+	 /  /  / 
Properties	+	 /  /  / 
Properties	+	 /  /  / 
Properties	+	 /  /  / 
Armor		
Armor	DR 3	Properties Big 5, Bulky 1, Vac
Vac Suit		

Shadows
Over Sol

Name Surati Gunari
Geneline Ghostman Subculture Modern Superman

Stats

Strength	Dexterity	Speed	Endurance	Intelligence	Perception	Charisma	Determination
							
25	33	42	25	21	21	34	23

Skills

Athletics	2	Conspiracy	1	Guns	3	Melee	3	Program	1
		Black Market Contracts						Security Systems	
Awareness	3	Crafts	0	Investigate	1	Naturalist	0	Socialize	0
Concealed Weapons				Hiding Spots					
Crowds									
Bio-Sci	0	Deception	0	Lib-Arts	0	Ordnance	2	Stealth	2
Bureaucrat	1	Empathy	2	Mechanic	0	Persuade	0	Thievary	1
								Electronic Locks	
Comp-Ops	0	Engineer	0	Medic	0	Phy-Sci	0	Vehicles	1

Languages
English (native)

Cultures
Ghostman

Weaknesses

Complication (Flashbacks): Whenever a joker come up during a stressful event, Surati experiences flashbacks. This can confuse and disorient her. She gains the Dazed (severe) consequence.

Computers & Software





Hand Terminal 3
Expert System (Basic, Guns) 3

Implants
Biomonitor 0
Injector Unit 1
Endurance 5









Gear
AR Glasses
Stimulox (10 doses)
Toolkit (Investigate)

Encumbrance 3/5

Combat & Scores

Edge	Wealth	Lifestyle	Defense
2	8	4	10 / 20
Wounds			DR
Light	-1		5
Moderate	-2		Shock
Severe	-3		14
Critical	-4		Total Wounds
			Wound
			5

Consequences

Arm	Arms	Attack	Damage
<u>Light Pistol</u>	<u>+5</u>	<u>2M</u>	<u>8M</u> <u>4M</u> <u>2M</u>
Properties Range 10, Shots 10			
Properties	+		
Properties	+		
Properties	+		
Properties	+		

Armor	DR	Properties
<u>Tactical Suit</u>	<u>5</u>	<u>Bulky 1</u>

Shadows Over Sol

Name Viveka Wadhwa
Geneline Groundside Standard Subculture Heed

Stats

Strength	Dexterity	Speed	Endurance	Intelligence	Perception	Charisma	Determination
							
21	30	20	21	33	34	25	23

Skills

Athletics	0	Conspiracy	0	Guns Ballistic Pistol	1	Melee	0	Program	0
Awareness Scent	1	Crafts	0	Investigate	0	Naturalist	0	Socialize Gather Rumors Put at Ease	3
Bio-Sci Biochemistry Toxicology	3	Deception	1	Lib-Arts	1	Ordnance	0	Stealth	0
Bureaucrat	0	Empathy Counseling	2	Mechanic	0	Persuade Leadership	1	Thievery	0
Comp-Ops	1	Engineer	0	Medic First Aid Surgery	3	Phy-Sci Chemistry	1	Vehicles	0

Languages
English (native)
Hindi

Cultures
Entro
Expret
Ghostman
Heed

Weaknesses

Impairment (Antiquated Implant): Viveka has a cybernetic off-arm that is past its prime and ought to be replaced. She takes a -2 penalty to actions that rely exclusively on this arm.

Computers & Software
Hand Terminal

Rating
3

Implants

Endurance

5

Gear
AR Glasses
Medikit

Regenasone (10 doses), Stimulox (10 doses)
Torpestat (10 doses), Verazine (10 doses)
Surgery Kit (basic)

Encumbrance

4/5

Combat & Scores

Edge	Wealth	Lifestyle	Defense
6	8	6	8 / 17
Wounds			DR
Light	-1	0	Shock
Moderate	-2	0	9
Severe	-3	0	Total Wounds
Critical	-4	0	Wound
			5

Consequences

Arm	Arms Attack	Damage
Light Pistol	+5	12M / 8M / 4M / 2M
Properties	Range 10, Shots 10	
Properties		
Properties		
Properties		

Armor

Armor DR Properties

Plot Hooks

- The team isn't the first group of people to be owners of the Kingfisher. It turns out that the previous owners of the ship were a group of smugglers affiliated with the Rakhimov Syndicate, an organized crime ring that operates out of Chi Chen on Mars. Now the syndicate has tracked down the ship to its new owners, the PCs, and they want it back come hell or high water.
- One of the last mining jobs Albert Astro did before signing on with the team brought him into a cluster of asteroids owned by Sinoex. This cluster is also home to a secret Sinoex black project, and they now believe that Albert has been witness to activity there which he shouldn't have seen. They are going to want to send an elimination team to "clean up loose ends."
- Chanchai, a past associate of Aleksander Gugenheim from his youth, has shown up out of the blue asking for a favor. Years ago Chanchai was been busted during a break in job in which Aleksander was also involved. He never ratted Aleksander out, and now he wants Aleksander to do some pretty questionable things in return.
- Alex Pryce has just discovered that the chemical which spilled and poisoned his family as a child was manufactured by the same corp as many of the other chemical spills that he has been investigating. In fact, this particular chemical seems to spill enough that is it likely intentional. But what is the corp hoping to achieve by repeatedly exposing civilian populations to the chemical?
- Francisco DeLorenzo has been smuggled a message from a family friend from the Abjua fallout zone, saying he has been forced into indentured servitude by a corp to whom he owns a great deal of money. Should Francisco intervene to save his family friend, he will not only run up against the corp, but also discover that the reason for the friend's indenture isn't money, but other actions he has taken.
- The team gets a chance to salvage the wreckage of a Unitech freighter. In the cargo hold of the freighter are classified corp documents detailing investigations into past naval accidents. One of these documents details the crash that lead Ozan Cevahir to be discharged. According to the investigation, her ship was sabotaged, but apparently this was kept quiet during the hearings that followed. Why?
- In his travels across the solar system, Sam Wong has ran afoul of more people than he can count. One of these groups is a band of pirates that believe he stole valuable data from their ship while stowing away. They've been looking for him for quite a while, but only now have managed to track him down to a single location. They're going to want to not only capture Sam, but also extract information from him on what happened to the data.
- During his military career, Steve McClintock saved the life of one Lily Tromski from death by a Xenocom attack squad. During this incident, the squad killed several of Steve's compatriots. Now Lily has shown up and wants to "do him a favor" by arranging the chance for Steve to kill the leader of the squad that he fought years ago. Will Steve appreciate this gesture, or has he turned his back on this sort of killing?
- In a bar Surati Gunari runs into a man who says he remembers working with her when they were both part of the Xenocom penal legion. Is this a chance to sort out the truth behind her past, or is this stranger trying to use her memories for his own gain?
- Viveka is forwarded an anonymous communication containing data from a secret Jenseitech project. This data is strikingly similar to the project she worked on before she left the corp. Is this the same project? Is this from her old colleague Deena Simms or something else? Is this the opportunity to finally find out the nature of the secret project, or is this a trap to lure her back and eliminate her?

Shadows Over Sol

Want to run a quick scenario, but don't have the time to write and stat out a full team? Are you starting up a new campaign, but your players don't know what they want to play? Here are nine pregenerated characters ready to experience the horrors of the Sol system!

Shadows Over Sol: Ready-Made Heroes is a player character supplement for ***Shadows Over Sol***. It's features include:

- Nine pregenerated characters ready to run, perfect for a one-shot adventure or full campaign!
- Full-page art, personality, motives and personal history for each character.
- Complete character sheet for each character, ready to print.
- Fleshed out connections between members of the team, stats for a shared spaceship and plot hooks for each character!



Tab Creations

