Xue Wang Jing

Homeworld: Mercury – Mercurians are often social though stoic people, who are hardy and resource-ful.

Age: 30

Profession: Warden Investigator Physical Description: Black Hair, Brown Eyes, Tiny Personality Traits: Sly Humor, Reserved

Attributes:

Awareness 4 Cleverness 4 Demeanor 4 Grace 3 Perseverance 3 Physique 2 Statistics: Health 8 Speed 10 mph Walk 8 yd/turn Run 25 yd/turn

Special: Fate Points 1

Skills:

Skill (Attribute) Rating/Pool Art: Acting (Awr) 3/7 Bureaucracy (Clv) 3/7 Computers (Clv) 3/7 Deception (Dem) 3/7 Environmental Suit (Awr) 1/5 Fraternize (Dem) 3/7 Guns: Handguns (Awr) 1/5 Hand Weapons: Improvised (Gra) 2/5 Defense (Gra) 2/6 Freefall (Gra) 2/6 Impersonation (Dem) 3/7 Insight (Awr) 3/7 Investigate (Awr) 1/5 Law (Clv) 3/7 Language: English (Clv) 2/6 Language: Mandarin Chinese (Clv) 5 Notice (Awr) 3/7 Odd Job (Variable) 1 Persuade (Dem) 3/7 Reaction (Gra) 1/4 Savoir Faire (Dem) 3/7 Streetwise (Dem) 2/6 Trade: Business (Clv) 3/7 Unarmed Combat (Gra) 1/4

Weapons: ACC-62 Bandit Pistol – 3d6 Damage, Mag. 9

Damage:

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01-08: Bruised (-1 to all Actions) 08-16: Battered (-2 to all Actions) 17-24: Hurt (-4 to all Actions, Half Movement) 25-32: Incapacitated (Unconscious) 37+: Dead



Qualities: Occult Sensitive Sixth Sense Tormented

Quirks: Bartending (Clv) 2/7 Whistle in Tune (Awr) 2/6

Talents:

Choose either: Born in Freefall or Too Innocent

Armor: Warden Armor (10/5)



Lily Marchand

Ethnicity: French

Homeworld: Earth – As part of the European Federation, Lily grew up in First World conditions on the birthplace of humanity. Though a little snobby, she has a generally optimistic view of life.

Age: 27

Profession: Warden Enforcer Physical Description: Blonde Hair, Green Eyes, Lithe Personality Traits: Playful, Stubborn

Attributes:

Awareness 4 Cleverness 2 Demeanor 3 Grace 4 Perseverance 4 Physique 3 Statistics: Health 11 Speed 14 mph Walk 11.5 yd/turn

Run 35 yd/turn

Special: Fate Points 1

Skills:

Skill (Attribute) Rating/Pool Athletics: Coordination (Gra) 3/7 Computers (Clv) 2/4 Crime: High (Clv) 2/4 Crime: Low (Gra) 3/7 Deception (Dem) 3/6 Defense (Gra) 3/7 Environmental Suit (Awr) 1/5 Fraternize (Dem) 2/5

Freefall (Gra) 1/5 Guns: Assault Weapons (Awr) 2/6 Guns: Handgun (Awr) 2/6 Hand Weapons: Blades (Gra) 3/7 Impersonation (Dem) 3/6 Insight (Awr) 3/7 Language: English (Clv) 2/4 Language: French (Clv) 5/7 Notice (Awr) 3/7 Orienteering (Awr) 2/6 Reaction (Awr) 3/7 Savoir Faire (Dem) 1/4 Seduction (Dem) 3/6 Stealth (Gra) 3/7 Streetwise (Dem) 3/6

Weapons:

ACC-62 Bandit Pistol– 3d6 Damage, Mag. 9 SM-12 Hornet SMG – 4d6 Damage, Mag. 16, Auto 3 (8 rounds) Combat Knife– 1d6 Damage

Damage:

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01-11: Bruised (-1 to all Actions) 12-22: Battered (-2 to all Actions) 23-33: Hurt (-4 to all Actions, Half Movement) 34-44: Incapacitated (Unconscious) 45+: Dead

Qualities: Ambidextrous Fearless Luck/1 Sexy Fanatic: Warden Duty/1

Quirks:

Bake Perfect Souffle (Clv) 2/4 Fashion (Clv) 2/4

Talents:

Choose either: Sexual Magnet or No Rest for the Wicked

Armor: Warden Armor (10/5)