

SANTIK

VELIN MALE STRONG HERO 1

Your tribe grows bigger everyday, always meeting more brothers and sisters, or “humans” as they call themselves. To your dismay, you’ve discovered the hard way that some can’t be trusted. But Gable is a true friend, a title earned over time. The others ... well, that remains to be seen. They will need your help as adventures continue. Sooner or later they will run into the darklings; then they’ll finally believe you.



Strength 16	Dexterity 15	Constitution 14
Intelligence 10	Wisdom 12	Charisma 8
Fortitude +3	Reflex +2	Will +1
Action Points 5	Reputation +0	Wealth +4

Hit Dice 1d8+2	Initiative +2
Hit Points 10 □ □ □ □ □ □ □ □ □ □	Speed 30 ft.
	Massive Damage Threshold 17
Melee Attack +4 kertaff spear (spike, 10' reach)	Damage 1d8+4 (critical 19-20/x3)
Melee Attack +4 kertaff spear (blade)	Damage 1d10+4 (critical 19-20/x2)
Ranged Attack +3 velin hunting bow	Damage 1d8 (critical 20/x3)
Base Attack Bonus +1	Grapple Bonus +4
Defense 14 (+1 armor, +1 class, +2 Dex)	Touch 13 Flat-Footed 12
Special Qualities Detect Vaasi (30' range, Wis check DC 15), Low-Light Vision	
Talents Melee Smash (+1 damage bonus to melee attacks, already included to statistics above)	
Skills Craft (tribal) +1, Knowledge (tactics) +1, Navigate +4, Speak Language (English), Speak Language (Velin), Survival +5	
Feats Archaic Weapon Proficiency, Exotic Melee Weapon Proficiency (kertaff spear), Guide, Improved Massive Damage Threshold, Simple Weapon Proficiency	
Possessions kertaff spear, knife, velin hunting armor, velin hunting bow, arrows (23), leather pack, natural rope (30 ft.), blanket, kippered murcow and buntseed rations (4 days), assorted personal possessions	
Occupation Explorer Allegiances Velin Tribal Council, Silver Stream Tribe, Dawning Star Republic	



GABLE

HUMAN MALE SMART HERO 1

You were born into the murcow ranching life but discovered you had a knack for fixing things, something your parents noticed as well. You were the handyman until you hit sixteen and decided it was time to explore the great, wide world beyond the stun fence. Mom cried when you left; you managed to hide your tears 'til you hit the ridgeline. You met Santik shortly after and have become fast friends, despite his technophobia.



Strength 8	Dexterity 14	Constitution 12
Intelligence 16	Wisdom 10	Charisma 14
Fortitude +1	Reflex +2	Will +1
Action Points 5	Reputation +1	Wealth +8

Hit Dice 1d6+1

Hit Points 7

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Melee Attack -1 knife

Ranged Attack +2 Brase hunting rifle

Base Attack Bonus +0

Defense 13 (+1 armor, +2 Dex)

Talents Savant (bonus to certain skills, already included in statistics below)

Skills Barter +6, Computer Use +9, Craft (mechanical) +7, Craft (structural) +7, Decipher Script +7, Disable Device +7, Handle Animal +5, Knowledge (earth and life sciences) +7, Navigate +7, Profession (Rancher) +4, Repair +9, Ride +5, Search +7

Feats Animal Affinity, Gearhead, Personal Firearms, Proficiency, Simple Weapon Proficiency

Possessions basic toolkit, basic walkie-talkie, Brase Arms hunting rifle, 7.62mm ammunition (47 rounds), casual clothes, handheld navigator, knife, glow lamp, rough-out, signal flare, small-arms/hunting weapon license, dried rations and powdered energy drink (2 days), assorted personal possessions

Occupation Ranch-Hand

Initiative +2

Speed 30 ft.

Massive Damage Threshold 12

Damage 1d4-1 (critical 19-20/x2)

Damage 2d8 (critical 20/x2)

Grapple Bonus -1

Touch 12 **Flat-Footed** 11

Allegiances Dawning Star Republic



YELENA

HUMAN FEMALE TOUGH HERO 1

You feel safest in the city. Your folks were members of the EDF and the militia, and you've followed in their civic-minded footsteps, taking EMT courses. You might volunteer as a firefighter; you haven't decided yet. You met Cranston when you pulled him from some wreckage, and he later convinced you there was a future in exploring the ruins of Eos. You're not too sure about Santik (an actual velin!), but Gable puts you at ease.



Strength 12	Dexterity 14	Constitution 16
Intelligence 12	Wisdom 10	Charisma 10
Fortitude +4	Reflex +2	Will +0
Action Points 5	Reputation +0	Wealth +7

Hit Dice 1d10+3	Initiative +2
Hit Points 13	Speed 30 ft.
□ □ □ □ □ □ □ □ □ □ □ □	Massive Damage Threshold 16
Melee Attack +1 knife	Damage 1d4+1 (critical 19-20/x2)
Ranged Attack +2 EDF-9 auto pistol knock-off	Damage 2d6 (critical 20/x2)
Base Attack Bonus +0	Grapple Bonus +1
Defense 14 (+1 armor, +1 class, +2 Dex)	Touch 13 Flat-Footed 12
Talents Fire Resistance (DR 3/- vs. fire)	
Skills Drive +6, Knowledge (streetwise) +5, Spot +4, Treat Injury +4	
Feats Heroic Surge (extra move action or attack action, 1/day), Republic Militia Member (+1 bonus to Charisma-based checks when dealing with DSR citizens), Simple Weapon Proficiency	
Possessions duracable (25 ft.), EDF-9 auto pistol knock-off, 10mm ammunition (42 rounds), exposure suit, first aid kit, hip holster, Info-Comp, knife, uniform, basic walkie-talkie, small-arms/hunting weapon license, dried rations and powdered energy drink (4 days), assorted personal possessions	
Occupation Emergency Services	Allegiances DSR Militia



CRANSTON

HUMAN MALE FAST HERO 1

This time for sure! Your last business venture's ... ahem, difficulties ... were just a fluke. This company will certainly be a success. If you could only get investors, the ruins covering the planet are just ripe for the picking. Yelena seems willing and able; her loyalty maybe something to exploit when the time is right. Gable's got smarts, and Santik probably knows tons of great spots to search.



Strength 10	Dexterity 16	Constitution 14
Intelligence 12	Wisdom 10	Charisma 12
Fortitude +2	Reflex +4	Will +0
Action Points 5	Reputation +1	Wealth +10

Hit Dice 1d8+2	Initiative +3
Hit Points 10 □ □ □ □ □ □ □ □ □ □	Speed 30 ft.
	Massive Damage Threshold 14
Melee Attack +0 knife	Damage 1d4 (critical 19-20/x2)
Ranged Attack +3 EDF-9 auto pistol knock-off	Damage 2d6 (critical 20/x2)
Base Attack Bonus +0	Grapple Bonus +0
Defense 17 (+1 armor, +3 class, +3 Dex)	Touch 16 Flat-Footed 14
Talents Evasion (on successful Reflex save takes no damage instead of half damage)	
Skills Balance +7, Bluff +5, Gamble +4, Knowledge (current events) +5, Pilot +5, Profession (freelancer) +4	
Feats Dodge (+1 bonus to Defense vs. one opponent), Personal Firearms, Proficiency, Simple Weapon Proficiency	
Possessions EDF-9 auto pistol knock-off, 10mm ammunition (48 rounds), shoulder holster, Info-Comp, knife, scout armor, basic walkie-talkie, puritizer, small-arms/hunting weapon license, dried rations and powdered energy drink (2 days), assorted personal possessions	
Occupation Entrepreneur	Allegiances Dawning Star Republic

