

HEAVY GEAR™



SOURCEBOOK

CHARACTER COMPENDIUM 1



A GAME SUPPLEMENT FOR THE HEAVY GEAR UNIVERSE

CHARACTER COMPENDIUM DIRECTED by Pierre Ouellette and Philippe Boule SCREENPLAY Pierre Ouellette BASED ON A GAME by Dream Pod 9
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CHARACTER COMPENDIUM 1

HEAVY GEAR

For a few long minutes a silence hung in the great Sorrento Cathedral while Second Follower Thor Hutchison made his way up to the dais. Reaching the top of the stairs, head bowed, he turned to open the old parchment book onto the reading surface before him. Trideo cameras tightened their focus on his weather worn face.

Chief Justice Winston Stark watched from his lush home in Valeria, unable to turn himself away as the Second Follower addressed the assembly.

"The time has come for us to stand up for the rights of our brothers!" Cheers greeted the statement. "The children of Mamoud have a right to guard against the corrupt influences of the South and we will not back down before any military threat. The immoral elements that dominate the South seek nothing more then to submerge us in their filth! We have the right — nay the obligation — to fight back!" The crowd ate it up.

Stark switched off the trideo. He was angry. He wondered for the thousandth time how Northerners could be so gullible as to surrender their freedom to Hutchison.

It was clear to Stark that he would have to take control.

The Heavy Gear Character Compendium provides a wealth of information for Gamemasters of the Heavy Gear roleplaying game. Ten different groups are profiled, each fully detailed and ready to interact with Player Characters as allies, friends, enemies or contacts. Each group has its own stories which can also be easily integrated into an existing campaign.

The Compendium also takes a close look at the most important people in TN 1933 (A.D. 6132). Moving beyond the geographical limitations of regional sourcebooks, the Compendium examines many of the plots and alliances forming across Terra Nova, hinting at the powerful events to come.

6132

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HEAVY GEAR

Character Compendium — Behind the Scenes

Because of its contributors, the Heavy Gear Character Compendium is one of the most unique products Dream Pod 9 has ever released. In the following pages you will find the work of ten new writers, people who showed their enthusiasm for Heavy Gear by helping to create new parts of Terra Nova.

This sourcebook is Dream Pod 9's attempt to ensure the continuity of the gaming industry. We have given an opportunity to these new voices in order to help form the next batch of writers to hit the scene. Through the wonders of the internet (namely by using the rec.games.mecha newsgroup and the Heavy Gear mailing list), we called for those interested in writing for Heavy Gear and got a sea of responses. Ten of those submitting have ended up adding their own two cents to the gaming world. Be confident that many of them will have more to offer in the future.

The Character Compendium was not designed as a recruitment tool, of course. Rather, its primary mission is to give Heavy Gear Gamemasters the tools they have been asking for to build their campaigns. In the pages that follow, you will discover details of many of the most important people on Terra Nova and fifty characters ready to interact with Player Characters in many different ways. More than a generic assembly of secondary characters, the Compendium presents groups who are involved in the many intrigues and adventures on Terra Nova in a manner which makes them extremely accessible to GMs and PCs.

The Compendium also provides Gamemasters with a detailed look at many of the important figures of Terra Nova. Part of the joy of Heavy Gear is the development of the "back-drop" story which runs through all HG products. In the Compendium this plot begins to take shape as the major players are put under a microscope.

The future holds many things for Terra Nova and the Heavy Gear line; the Compendium points the way — both in terms of which writers will be chronicling this future, and which characters will shape it.

CHARACTER COMPENDIUM



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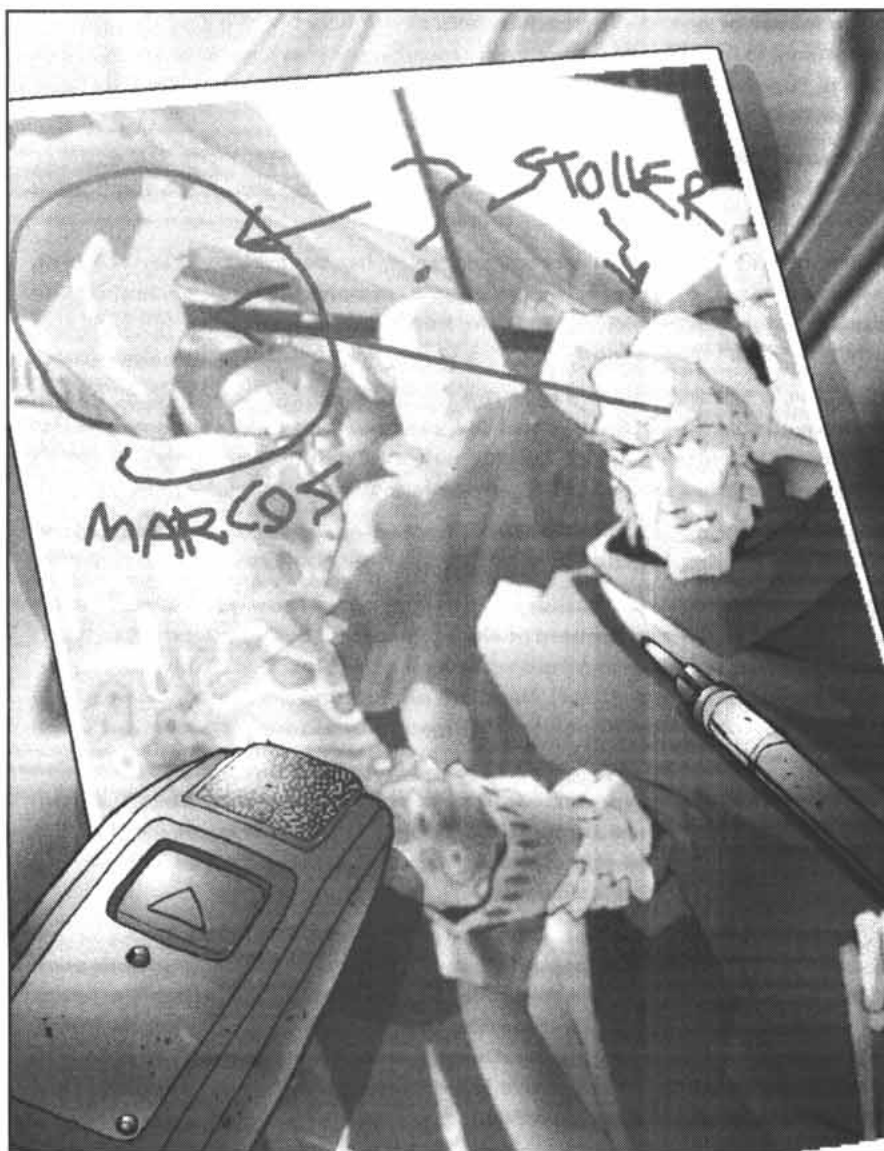
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I N T R O D U C T I O N

01

A HEAVY BURDEN

Emir Nigel Shirow looked concerned. Standing behind his cadre of bodyguards, he scanned the burnt-out buildings of Basal for enemies. Caporal Galois could see him very well through the scope of his sniper rifle.

"This is Hawk. Sparrow in sight." Galois' whispered message was encoded by his portable comm system and transmitted to his partner's satellite relay a few blocks away. From there it bounced off a military communications satellite and played on the speakers of the Special Intervention Unit operational headquarters in Marabou.

Major Jan Augusta and Commandant Aristide Lazarus were sitting near the communications station. After a nod from Lazarus, Augusta activated his headset. "Hawk, this is Mother Hen. Count your feathers."

Back in Basal, Galois scanned the Emir's entourage, a cadre of bodyguards and a leader of one of the guerilla cells at the heart of the Basal rebellion. According to intelligence they were awaiting the arrival of a second cell leader. "Sparrow has four wing-mates and is with budgie. They're just waiting for their nest-mate."

In Marabou, Augusta consulted his intelligence reports. If the SIU sources were correct — and they usually were — something should be happening very soon. "Hawk. Sharpen your talons."

At the order Galois felt his breathing shift, his body becoming rock-still, ready to pick off his target. His cross-hairs remained locked on target. The display in his scope told him that the backpack capacitor for his rifle was fully powered. He was ready. He was sharp. All he needed was the word.

Suddenly, a burst of machinegun fire made the Emir's group duck. One of the bodyguards pulled Shirow into the shadows and Galois followed him in his scope. The other guards quickly set up a defensive perimeter. Galois was ready, this was the time. "Sparrow is moving."

Augusta hesitated for just a second; he had disagreed with this mission, but he had his orders. "Hawk, take out Sparrow."

Galois' vision sharpened further as the order came through. In his scope he watched as Shirow's bodyguard pushed him further back under cover. Galois was well-trained and recognized what he was seeing. The "bodyguard" was playing his part very well, but would be eliminating Shirow in the next few seconds. The Southern Republic Intelligence Directorate trained its assassins very well.

As the SRID agent moved Shirow, Galois pulled the trigger. The high-powered laser pulse burned through the bodyguard's skull in an instant. His body fell to the ground still clutching the thin stiletto he had intended to use on the Emir. "Sparrow down."

Augusta took off his headset. They had just killed a SRID plant in the Emir's entourage. They had just saved a rebel leader and killed an intelligence agent working to defend the Republic; Augusta wondered where the honor was in that. The Special Intervention Unit had its own agenda, he knew, and if that meant eliminating Southern agents, Commandant Lazarus was ready to do that. It was Augusta's job to follow orders, not to question his commander. It was a heavy burden.





1.1 OBJECTIVES

The **Character Compendium** aims to meet two very important objectives. First, like all other **Heavy Gear** sourcebooks, it provides useful material on new parts of Terra Nova. Unlike geographic sourcebooks, the **Character Compendium** focuses almost entirely on the people of Terra Nova. Its pages contain detailed information on some of the most important people on the planet. This level of detail allows each character's plots and agendas to be revealed, setting the stage for the changes to come. In this way, the **Character Compendium** begins to reveal the **Heavy Gear** storyline. While the **Timewatch™** display on the back of the sourcebook still reads A.D. 6132, some movement has begun. Most obviously, the rogue GREL Colonel Proust reappears here following the events of **Operation: Jungle Drums**. Other characters are also evolving and the write-ups in this book will give a clear indication of where they are going.

The second goal of the **Character Compendium** is to serve as a tool for **Heavy Gear** Gamemasters. Ten groups of characters are outlined, each designed to be readily used in many different campaigns. Gamemasters in need of allies, enemies, employers or acquaintances for their Player Character groups will find what they are looking for in the last three. Associated with the character groups, Gamemasters will find other useful tools, such as new locations and organizations which can add to any campaign.

Gamemasters will find many different adventure and campaign ideas throughout the **Character Compendium**. All the Terranovans of influence and the character groups have guidelines for using them with Player Characters. As well, story hooks and threads have been introduced throughout their backgrounds and occupations with the express purpose of sparking ideas in the reader. In the long run these hooks may be even more useful than the specific plot use guidelines provided, because they encourage Gamemasters to create their own stories.

Together, these two aspects make the **Character Compendium** invaluable to anyone creating roleplaying adventures on Terra Nova or who is interested in the overarching storyline of **Heavy Gear**. The future begins now; enjoy the show.



1.2 OVERVIEW

Before undertaking an overview of some of the most important people on Terra Nova and a series of other interesting groups, the **Character Compendium** provides an expanded examination of the chesspiece system. This system ranks characters based on their relationship to the overall **Heavy Gear** storyline. 1.3 *The Chesspiece System* provides explanations of how each rank relates to the story line and guidelines for using them in roleplaying campaigns.

Chapter Two: Terranovans of Influence focuses on ten of the most important people on the planet. Going beyond the brief mentions most have received in previous releases, the chapter delves into their backgrounds and motivations and exposes their private agendas. To one extent or another, each of these people will shape the future of Terra Nova. The entourage of each character is also examined and the chapter gives advice on using each of them in a **Heavy Gear** campaign.

The subsequent three chapters present a variety of character groups designed to be easily used by Gamemasters. Each of these teams is somehow linked to a prominent Terranovan from Chapter Two, providing further examples of how their influence is felt. Each section not only examines the individual members of the teams, but looks at who they associate with, how they relate to each other and what they are currently occupied with. Each team is also associated a useful resource that is detailed for the Gamemaster's use. GMs will find advice on how to best integrate these characters into campaigns.

The **Compendium** ends with a character index to help keep track of the many residents of Terra Nova. In it, **Heavy Gear** Gamemasters will find page references for every character of note discussed in **Heavy Gear** products released thus far.





I N T R O D U C T I O N

01

1.3 THE CHESSPIECE SYSTEM

The most unique aspect of **Heavy Gear** is its underlying storyline. Over the course of the next few years, readers, Gamemasters and players will see the world of the game change and grow as the story threads scattered throughout our sourcebooks are woven together. While the storyline is intended to serve as an interesting background to individual Gamemasters' campaigns (which are the foreground), it does mean that not every character in the game can be used freely without considering the consequences. To give Gamemasters some indication of how to use these characters every **Heavy Gear** product since **Life on Terra Nova** has featured the chesspiece system.

New characters are given one of five chess pieces as an indication of their importance in the storyline. This permits Gamemasters to understand how best to use these NPCs without worrying about disrupting the setting and having to retrofit upcoming source material. Of course, roleplaying is about creating one's own stories, so Gamemasters should feel free to disregard the limitations of the chesspiece system, as long as they understand that *their* Terra Nova may no longer mesh with **Dream Pod 9's**.

Previous products have featured a half-page explanation of the chesspiece system. The following two pages expand on this explanation and provide indications of how the different types of characters relate to the **Heavy Gear** storyline and tips on how they can be used in individual roleplaying campaigns.

1.3.1 HISTORICAL FIGURES

Kings and Queens are characters who have died before the date featured on the **Timewatch™** display. Their inclusion indicates that they have had some importance for **Heavy Gear**, either by setting events in motion that have influenced the **Heavy Gear** storyline or by leaving a legacy still felt by Terranovans.

- **Storyline Uses**

Historical Figures are usually featured because they played a significant role in the storyline or represent of a flavor of the time. They provide examples of that which has come before, giving the storyline a sense of scope and depth. The legacy of these characters may be significant in the story, inspiring those who drive it forward in the present. Their descendants, old allies and enemies may also be important.

- **Roleplaying Uses**

The easiest way to use Historical Figures in a roleplaying campaign is to stage a historical campaign. In such cases, Gamemasters should treat these characters as Restricted Characters in that **Heavy Gear** products obviously assume that these figures lived out their lives as indicated. These characters can also be used in present-day campaigns as background elements or in flashbacks to historical times. Gamemasters are free to use the legacy of these figures as fodder for adventures.

1.3.2 RESTRICTED CHARACTERS

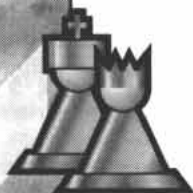
Rooks are characters who are key to the **Heavy Gear** storyline and are to be used with care. Although they can still be useful in a roleplaying campaign — both as background elements and as motivating forces — their survival until they can leave their mark on Terra Nova is critical to the storyline.

- **Storyline Uses**

These characters are the center-points of the **Heavy Gear** storyline. However, their actions do not have to be earth-shattering to be of importance. Remember that the storyline will span several decades so small actions now may have very large consequences later. The leaders of the major powers are restricted in part because of their role in guiding the world's fate, but other Restricted Characters may simply leave a group of followers with a great destiny.

- **Roleplaying Uses**

Restricted Characters are not completely off-limits in roleplaying campaigns. Their most common use is to serve as background material, or to act through intermediaries. Restricted Characters can also interact directly with the Player Characters as long as the Gamemaster does not place PCs in a situation where they will kill or radically alter the "rook." In all cases, think of the Player Characters as being part of a subplot from the NPC's perspective. These people may be important to the NPC, but he has many other facets to his life — including the storyline.





1.3.3 VERY IMPORTANT PEOPLE

Not everyone of note on Terra Nova is central to the **Heavy Gear** storyline. Very Important People are those characters who have a significant impact on Terra Nova, but are not critical to the storyline itself. This does not mean, however, that they have no influence on it.

• Storyline Uses

"Knights" may not be central to the storyline, but they certainly can have an impact. They are important to the story setting and can easily influence people who will be critical to the storyline. These characters may also have stories of their own tied to the storyline, but which can be removed from it with relative ease. Often they will be used to shed a new light on events and examine trends other than the central plot line.

• Roleplaying Uses

"Knights" should be used in essentially the same way as Restricted Characters, although Gamemasters need not worry about the storyline. These are important people to the setting and so should not be killed indiscriminately, but if a campaign calls for their death, the Gamemaster will still be able to use the **Heavy Gear** storyline as backdrop with relative ease. Future products, however, will assume that these characters exist and continue in the general path established for them.

1.3.4 SOCIAL ENCOUNTERS

Social Encounters are those characters who are included in source material primarily to add flavor. As individuals they are rarely critical and do not have a significant impact on the storyline, but they stand as symbols of larger trends on Terra Nova. They serve most commonly as contacts and background elements, rather than opponents.

• Storyline Uses

"Bishops" have little or no personal impact on the storyline. Rather, they serve as reminders of some of the other forces on Terra Nova. These forces — be they student movements or fashion trends — may have some secondary impact on the storyline, perhaps influencing one of the major players. Social Encounters will most often show the results of the story, illustrating new societal forces and movements born as a result of the events shaping **Heavy Gear**.

• Roleplaying Uses

"Bishops" are wide open for use by Gamemasters and serve most easily as contacts and friends for the Player Characters. They can act as antagonists or allies as well, but rarely possess combat skills and will usually bring more subtle skills to play. Future products may refer to the "bishops," but Gamemasters need not worry that they will have to do extensive retrofitting if a "Bishop" is killed or seriously altered by PCs.

1.3.5 EXPENDABLES

In general, Expendables are "average" Terranovans. They have no personal impact on the storyline and are included in **Heavy Gear** products primarily to be used by Gamemasters. Although this category is used for faceless stock NPCs and typical citizens, many of the "pawns" are anything but everyday.

• Storyline Uses

"Pawns" have no direct impact on the course of the **Heavy Gear** storyline. They may, however, interact with people who have some influence on one of the major players. Some Expendables will continue to reappear in **Heavy Gear** products without having any major impact (often in pieces of fiction), simply to create a sense of continuity. Gamemasters will have no retrofitting to do if their campaigns involve the "pawn."

• Roleplaying Uses

"Pawns" are the bread and butter of **Heavy Gear** campaigns. They are "expendable" in terms of the storyline, but are designed to play major roles in individual campaigns. Other than Stock NPCs provided to fill gaps in a campaign, most "pawns" include some form of story hook which can be used to make them prominent members of a campaign cast. They often provide the skills and contacts required to serve as valuable allies, contacts or dangerous opponents.





CHESS MASTERS



The oak chess pieces looked strange to Gavin Hypolite. The wood came from Earth, a world light years away which he had never seen. The man sitting across the board had been born there and came to Terra Nova as an invader. Now he had become an ally. Chess with Colonel Charles Arthur, the expatriate Terran leader of Port Arthur, was always interesting.

"You're distracted, Hypolite." Arthur moved his knight in to check his opponent's queen. Hypolite should have seen the move coming. "Leaders can't afford to get distracted. It leads to carelessness."

"I'm well aware of that fact." Hypolite, the Humanist ambassador to Port Arthur, had learned the game from the Colonel, but was not yet his equal. They played at least twice a week, always in the atrium of the Arthurian government complex. Sheltered from the Badlands' crushing aridity by thick layers of hard plexiglas, trees and plants flourished among the tables.

Ambassador Hypolite salvaged his queen, although at the cost of abandoning the attack that he had been building from his opening move. He glanced over the shoulder of Arthur's bodyguard at the line of government buildings across from the atrium. The windows seemed opaque with the reflecting sunlight. Arthur saw his glance.

"Don't lose sight of your overall strategy. If you become too concerned with small moves, you are bound to lose." To anyone listening, the comment applied itself directly to the chess match. Hypolite knew well that Arthur was referring to a much larger game.

"Overall strategy consists of details." The ambassador exposed one of his pawns, fully aware that the Allied Southern Intelligence Directorate agents who shadowed him were watching him from some concealed location. Arthur casually took the pawn with his knight, placing the piece alongside the board. The move made his bishop vulnerable. "Details and patience."

Hypolite had learned much of patience. Placed in Port Arthur by his mentor Illuminatus Anastapulos, he was slowly building a movement to fight against the Southern Republican domination of his league. Arthur had proven open to providing assistance, but meeting was always a problem. Southern spies were infamous for their skill. Hypolite moved to corner Arthur's bishop.

"Your game is improving, Gavin." Arthur moved his rook to protect the bishop.

Hypolite was happy to see he had locked several important pieces into defensive positions. Colonel Arthur had used his given name, however. That meant the game would soon be coming to an end. "I learned from the best."

"You flatter me. Chess is a matter of intelligence and foresight; I only showed you the rules." Arthur watched as Hypolite placed his king in check, but only by exposing his own queen. He seemed genuinely surprised at the error, and the ASI agents would have nothing unusual to report. Arthur placed his knight between the ambassador's rook and his own king, simultaneously hemming in Hypolite's queen.

Two more moves and the game was over. As usual, Colonel Arthur won with grace, carefully placing the oak chessmen back in their case. The ASI agents had seen it all before and never noticed that one of Hypolite's pawns had ended up in his pocket, replaced by a hollow duplicate. The duplicate contained a datachip.



2.1 INTRODUCTION

Many scholars define history as an unavoidable progression of events that are reflections of social trends and cultural conditions rather than the actions of those directly involved. Although the course of events may have much to do with the large-scale conditions prevalent at the time, it is also determined by the will, actions and luck of individuals. Individuals drive and shape each critical historical moment and to ignore these people is to forget the driving force behind change.

Certainly, not everyone of historical importance on Terra Nova is in a position of power: it is not only the emirs, military commanders and religious patriarchs who affect the flow of events. These leaders, however, have a more direct and pervasive effect on the lives of all Terranovans than any other important figures do in the short term. While a simple foot soldier may be critical to the future development of his society — perhaps because he will one day lead the final attack against an enemy which has yet to appear on the scene — until this critical moment arrives, he remains a simple grunt with a negligible influence on the rest of Terra Nova.

The ten leaders presented in this chapter, on the other hand, have a powerful effect on their people or followers. Player Characters will undoubtedly feel the effect of their presence, whether because of the religious doctrine they follow, the political party they vote for, or the cause for which they take up arms. Some of them may come into regular contact with these VIPs, which will add an aura of importance to all their actions. Indeed, such Player Characters live on the edge of vast power and have the chance not only to make their own destinies, but to take part in that of their planet. Such a position of influence, however, can be very dangerous. Many are those who would go to any lengths to wield such direct authority over the leaders of war-torn Terra Nova.

The focus in this chapter is not on using these personages as average supporting characters in a roleplaying campaign, rather this section is an examination of their activities, with guidelines provided as to how their agendas can interact with the lives of Player Characters. Each character is featured over four pages, leaving room to detail their agendas and relationships and provide insight into the halls of power on Terra Nova. Readers will likely notice that no game stats are provided for these characters. This decision was made for two related reasons: first, stats serve mostly in combat situations and none of these characters are intended to serve as physical opponents; and second, a certain amount of awe should surround the characters who are shaping their world's destiny, and reducing their capabilities to mere numbers only serves to diminish them.



OTHERS CHARACTERS OF INFLUENCE

The **Character Compendium** does not try to examine all the people of influence on Terra Nova. The ten prominent leaders presented in this chapter are not the only individuals who hold the planet's destiny in their hands. These characters were chosen because they present a sample of the diversity of Terra Nova and point to some of the important conflicts and trends that will have noticeable consequences in the cycles to come. While each league (along with the Badlands) is represented, not every character profiled is the most powerful person in that region. Norlight president Kathē Adjanni, WFP Field Marshal Zucco Adamo, Paxton Arms President Gerald Simosa, Southern Republic Prime Minister Louis Philippe deRouen and Patriarch Oliver Masao are not featured. This does not mean that they are unimportant characters, only that other people in their league have a more immediate impact on the shape of Terra Nova. As the setting of **Heavy Gear** is further detailed in upcoming sourcebooks — and as the game's story line begins to advance in time — the importance of other characters will become increasingly obvious. The **Character Compendium** only begins the task of introducing those figures who will shape the future of the world.





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2.2 CHIEF JUSTICE WINSTON STARK



The Chief Justice of the Confederated Northern City-States, Winston Stark is widely believed to be a prime example of the stern and fair Northern character. Only the most astute realize that under the facade of a cautious and private judge lies the heart of an ambitious politician. Using his public image of impartiality and a series of useful dupes, Stark navigates the political currents to place himself on top — no matter the price.

A counterpoint to the current of religious fundamentalism which has swept the Northern Lights Confederacy and the rest of the CNCS since the end of the War of the Alliance, Chief Justice Stark believes in the power of the secular state. Having been exposed to the corruption which exists in some parts of the Sorrento Revisionist Church, Stark is convinced that the North is headed down a self-destructive path. As Second Follower Thor Hutchison pushes for increased clerical involvement in affairs of government and policy, the Chief Justice and his hidden allies struggle to resist him.

However, with every passing cycle, Stark's motives become increasingly murky. Where once he struggled for a better future for the North, he has now fallen into an ideological single-mindedness which rivals that of his enemies. Any and all positive qualities encouraged by the church — faith, sense of community, charity — remain invisible to his eyes, blinded by cynicism and power. The Revisionist faith is nothing but an excuse for power mongering and demagoguery as far as he is concerned, and he is now more than willing to fight fire with fire. Using his position of public neutrality and his reputation for fairness, Stark manipulates the conflicting forces of the Northern political scene to his advantage.

Just like the agendas of his opponents, Stark's plans become all the more urgent as the North gears up for war with the South. Once the first shots are fired and the war is announced, his own political powers will become subject to the whims of the CNCS's overall military commander, Grand Marshall Victoria Edden-Smythe. An ally of Second Follower Thor Hutchison and a believer in the strength of the church, Edden-Smythe is Stark's most immediate enemy, but one he has difficulty acting against. Indeed, his facade of neutrality would be shattered were any attack on the "iron maiden" of the Northern Guard to be traced back to him. The Chief Justice must move carefully and quietly, desperately trying to dislodge Edden-Smythe before the CNCS constitution makes her the supreme power of the North. This focus on the Grand Marshal has made Stark somewhat blind to enemies within his own circle of contacts, some of whom feel he is ready to be taken down a notch.

2.2.1 CHARACTER OVERVIEW

• Background

Born in the small community of Franklin Harbor and raised by atheist parents, Stark began to understand the true extent of the church's power during his years in the Valeria Legal Academy where religious advisors and church groups were commonplace. Joining a discreet organization of "future leaders," Stark found others who desired a more clearly defined separation between church and state.

Upon his graduation in TN 1880, Stark joined a law firm in Valeria and maintained the connections he had established at school. Assigned to morality cases, he saw both sides of the church. It soon became clear to him that the church was a corrupt and deceitful organization and that its stranglehold on the North had to be eliminated. He then began to build a political network outside of Revisionist control, using the legal and political classes as a basis for power. Stark feared that he would never be able to exert a strong enough influence on his society because the halls of power were clogged with faithful followers of the church. Help, in the form of the Judas Syndrome, came unexpectedly.

In the TN 1900s, spies and traitors became commonplace, and Stark used the Syndrome as both a weapon and a litmus test for his allies. Those who resisted the temptation to sell secrets to the South, or who manipulated the spies who approached them, became targets for recruitment. His enemies were exposed or framed. Stark arranged for three members of the CNCS Supreme Court to be revealed as collaborators, opening positions for his allies. Winston himself was named to the Court in TN 1913. Soon thereafter, the Colonial Expeditionary Force (CEF) landed in the Badlands. Stark quickly offered his services to CNCS Grand Marshal Anders von Breslau as his legal advisor and a negotiator with the South. Stark would be rewarded by being named Chief Justice in TN 1926, thanks in large part to the recommendation of von Breslau.



• Profession

Winston Stark serves as CNCS Chief Justice, chairing both the CNCS Inner Council and Supreme Court. He has done much to create the public image of the stern and fair judge, remaining impartial in his decisions and rulings. Although well known, he shies away from the camera, not appearing often in public and vacationing only at his ranch on the coast of Lake Clearwater. Below the surface, Stark is far from the predictable and apolitical man he appears to be. He has used his position to quietly push his agenda and maintain his power. From his experiences in the War, he learned to make himself invaluable to the Nortright president and has fostered bonds with Kathè Adjanni while covertly providing support and information to her critics. In court, he has ruled several times in the church's favor on minor issues. By doing so, he makes himself appear to be a reasonable and impartial judge, able to mediate the many conflicts in the North. This has granted him great and subtle power, as he is now the official most likely to be asked to resolve a political conflict.

• Motivations

Winston was once motivated by an honest desire to make his League and his people stronger. By freeing the NLC from the shackles of religious extremism, he hoped to create a new and better society. By the time of the Judas Syndrome, however, the last faint echoes of this idealism had faded away, stifled by the means he had to use to obtain his position of power. Stark now believes himself to be the only person with the skill and will to run the North without destroying it. President Kathè Adjanni is far too idealistic and cannot recognize the threat from the South, while Grand Marshal Victoria Edden-Smythe is too close to the church to do her people any good. Seeing himself as the only viable alternative, Stark will drive the North kicking and screaming into true social freedom; if he must damn himself along the way, then so be it.

• Attitudes

Winston Stark likes to think of himself as a pure pragmatist, weighing every decision based only on its objective merits. In fact, he is just as much of an ideologue as his political enemies. As far as he is concerned, religion is the shelter of the weak and the passive, an institutional surrender of individual responsibility and agency. Stark is unsure of who is more deserving of his scorn, the believers who give up their rights by sheepishly obeying the direction of a hypocritical clergy, or the church officials who create and benefit from the social cancer of religion. Justice Stark knows well that his views are dangerous and shares them only with a few trusted allies, putting forward his renowned front of impartiality. Buried deep within the Chief Justice is an ember of the appreciation for Revisionism he gained during his idyllic childhood in Franklin Harbor, but it is most often masked by layers of pain and ambition. Stark is determined to lead the North by any means necessary.

• Current Concerns

Chief Justice Stark's concerns are centered around the goals of strengthening his position and weakening his opponents. To remain strong, Stark knows well that he must keep his true desires secret and maintain his public neutrality. Always playing the peacemaker and the unifier, he often profits from diverse social and political divisions which he can mend at strategic times to improve his social standing. To this end, he lends covert support to many inflammatory groups, including the True North Party, which has been giving President Adjanni's People's Party much trouble in recent cycles.

To undermine his enemies, Stark does his best to manipulate them into destroying each other. In the church hierarchy, he has encouraged several important figures in their ambitions, hoping to deflect the growing power of Second Follower Thor Hutchison. His greatest concern, however, is removing Victoria Edden-Smythe from the position of Grand Marshal of the CNCS. Close to Hutchison, Edden-Smythe will automatically be granted dictatorial powers during the upcoming war. Another global conflict could be an opportunity for Stark, but not if he is alienated from the military center of power. He is becoming more and more anxious to be rid of his rival.

COURT SANCTION

(Valeria Legal Press, 11 Winter TN 1926) — In yet another close decision, the Supreme Court upheld the right of Ben Solomon University, a Jerusalemite religious education facility located in Franklin Harbor, to award doctoral degrees in the CNCS. The decision was the third 5-4 split over religious issues the court has seen in the last three cycles. Speaking for the majority, Justice Elaine Fernandez commented that the University had "presented ample evidence of its legitimate status in the fields of philosophy and theology... [and] stood up to the most rigorous educational standards." Justice Gawain Montrose echoed much public sentiment in his minority position commentary. Montrose referred to the University as "existing away from the supervision of the clerical and civil authorities." Reliable sources close to the court report that Chief Justice Winston Stark, who voted with the majority, did so only because of legal technicalities which superseded his personal feelings on the matter.





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2.2.2 CONNECTIONS

A true politician, Chief Justice Stark gathers contacts and allies at a prodigious rate. Banking on his image of impartiality, the Chief Justice does his best to avoid public rivalries, but has many figures he considers enemies. All his connections are seen as resources or roadblocks rather than individuals.



GRAND MARSHAL VICTORIA EDDEN-SMYTHE

In Winston Stark's eyes, Victoria Edden-Smythe is the gravest threat to his long term agenda. A close ally of Reverend Thor Hutchison, Edden-Smythe is a well-known spokesperson for the Second Follower's political views. The prospect of her gaining absolute power during wartime is extremely troubling. Stark has employed investigators to look into the Grand Marshal's private affairs, but has thus far uncovered only a long standing association with the Church and rumors of marital difficulty. At least one of his agents was discovered in TN 1932, and Stark has had to cut himself off from several of his allies who have come under the scrutiny of the Northern Guard Intelligence Service. Stark is unsure whether Edden-Smythe has been able to uncover his hand behind the scenes. This uncertainty has led to a degree of paranoia in the Chief Justice and he is beginning to see Edden-Smythe's hand behind every innocent or ominous event. He is well aware that she has extensive contacts within the NGIS and this only adds to his concern.



BRIGADIER WILHELM MIEHN, RET.

The leader of the Norlight True North Party, Wilhelm Miehn is a War of the Alliance veteran and an inveterate nationalist. Miehn is constantly calling for action against Southern aggression or for the other Arctic leagues to follow Norlight leadership. Although Miehn is a faithful Revisionist, Justice Stark finds him a useful tool and has diverted resources to True North. The party holds only a small minority of seats in the Norlight Congress of Deputies, but the Brigadier's speeches regularly attract media coverage and are garnering increased support among the high command of the Norlight Armed Forces. Some analysts predict a marked increase in True North deputies during the TN 1936 elections. Stark uses Miehn to uncover members of the military who might be receptive to his agenda and as a bogeyman for Norlight President Kathë Adjanni. By encouraging Miehn to pound the pulpit at critical moments, Stark ensures that Adjanni remains dependent on his political patronage. Stark is confident that the Brigadier is unaware of the political machinations that surround him.



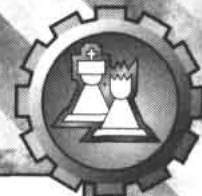
PRESIDENT KATHË ADJANNI

Despite Stark's supposedly friendly advice, Norlight President Kathë Adjanni trusts him less than Anders von Breslau ever did. Stark generally thinks very little of Adjanni, ignoring her agenda of conservative social reform and value-based government as secondary to the separation of church and state. He encourages Brigadier Miehn to harass President Adjanni, making her need his support. Some of the Chief Justice's advisors have suggested that Adjanni may not be the fool Stark makes her out to be. They believe that she is well aware that the Chief Justice is more than a neutral arbitrator. Although Adjanni has not rejected him outright because of her need for support during these times of international tension, Stark's advisors are concerned that she may be looking to forge closer ties with Grand Marshal Edden-Smythe to counter-balance the Chief Justice's influence. This would isolate Stark from the most important centers of power in the NLC. Stark himself largely discounts these reports and has yet to act, unaware that by doing so he is alienating some of his most skilled aids.



JUSTICE ELAINE FERNANDEZ

Winston Stark has known Supreme Court Justice Elaine Fernandez since his days at the Valeria Legal Academy, where she was a young lecturer on Norlight and CNCS constitutional law. When Stark began assembling his club of future leaders, Fernandez joined him and became a trusted advisor. During the Judas Syndrome, she and Stark cooperated and joined the Supreme Court simultaneously. Since then, however, their relationship has come under major strain. While Fernandez continues to agree that the church has far too much power in the NLC, she has recognized Stark's megalomania. In her eyes, Stark's struggle is no longer about good government, but about *his* government. Deeming it necessary to take Stark down a few pegs, Justice Fernandez has begun leaking some information to Douglas Winter, a Norlight reporter dogging the Chief Justice. To avoid becoming embroiled in a public debate, Fernandez has avoided any direct contact with Winter, preferring to use intermediaries from whom she can distance herself if and when necessary.



2.2.3 PLOT RESOURCES

Chief Justice Stark makes an interesting addition to most campaigns set in the northern hemisphere of Terra Nova. Compared to the South, the CNCS often seems tame and straightforward, but Stark provides access to the growing conflicts ripping at the heart of the North. Although best suited for stories of political intrigue, Stark can also act as a living icon of the CNCS, a unique ally or a very dangerous enemy.

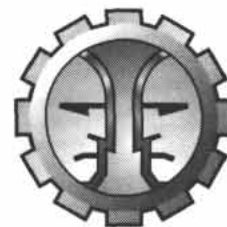
• As an Ally

True friendship with Winston Stark is very rare. Only those who share his distrust of the church can garner any genuine respect, and only those ready to dedicate themselves to the struggle against it can be deemed friends. Stark is, however, always on the lookout for allies. Stark treats these contacts well and is respected by his allies, but they remain resources that can be tossed away once spent. Those who become Stark's allies can expect to receive the benefits of his patronage. Characters in "unacceptable" professions — such as criminals or fringe elements — can privately receive money or contacts in other parts of the CNCS government; those in more traditional occupations can expect public patronage from the Chief Justice and other politicians, as well as being given a source for extensive contacts. Stark has gained much of his power and influence thanks to his ability to manage and manipulate his allies. His practice is to use intermediaries to deal with them most of the time, arranging face to face meetings only to build the impression that he is placing his full trust in his "friends."



• As an Enemy

Player Characters who are affiliated with the Revisionist Church — particularly with its political wing — or who threaten to expose Stark's agenda can easily find the Chief Justice as their antagonist. Stark deals with his enemies as subtly as possible, often planting operatives of his own amidst their number to create internal dissension or provide misinformation. Physical violence is used only as a last resort because the chances of exposure are too high. A particularly favored tactic of Stark's is to set his enemies against one another then act as peacemaker, arranging for a resolution that is advantageous to his position. To arrange these conflicts, Stark often uses agents provocateurs whom he plants in the midst of his enemies in order to divert their attention. Once the conflict he wants to occur happens, he uses them again to arrange for him to arrive as a neutral arbitrator. When this tactic works, Stark is able to turn his enemies into allies. Even if this is not successful, his agents serve as his eyes and ears among his rivals and to help co-opt Stark's enemies to his cause. Player Characters can hence meet agents or allies of Stark in the most unexpected places, and those they rely upon for help may well be their worst enemies.



• As a Resource

Chief Justice Stark can be introduced very easily into most Northern Heavy Gear campaigns that relate to the halls of power. The most widely recognized CNCS official, Stark is best used to emphasize the importance of an adventure. If Stark hires PCs to investigate a crime, for example, then the crime must be extremely important in the larger scheme of things. Even a quick appearance can add a powerful air of importance to a scenario. Characters who do not usually meander through the CNCS Supreme Court would more likely encounter Stark as a media figure, as the "icon of the North," regularly featured on trideo news and looked to for the truth. This media image, when put alongside some elements of Stark's true nature, can be used to create the sense of deception and paranoia in the North that PCs may expect more from the South. This contrast between perception and truth is best developed over the course of a campaign, with Stark appearing first as an ally or contact who seems to have little to hide. Only after seasons of investigation — or after the Player Characters are firmly entrenched in his circle — should the truth come to light. Once this discovery is made, Player Characters will have little choice but to change their view of the North.



• As a Plot Device

Stark's personal crusade against the Revisionist Church can form the basis for any number of adventures. Politically minded characters can become advocates for one side and slowly begin to peel back the truth about Stark. Those of a religious vein can similarly become involved. The military is a major battlefield for the hearts and souls of Northern citizens, and soldiers can easily get caught up in the civil-religious dispute.

Stark's position as Chief Justice of the CNCS can also spark adventures. Characters caught up in a legal dispute — be it over Norlight morality laws or accusations of treason — may find themselves before the Supreme Court. Others may seek him out as a mediator, only to realize that he is manipulating the situation to his own ends. This realization can be a very dangerous one. Stark will do almost anything to protect his position as Chief Justice and his public image as the "icon of the North." Stark is always on the look-out for allies in his cause, however, and those who appear before the court are a prime recruiting pool. Player Characters can easily find themselves being courted for political alliance if they display any of the qualities valued by Stark.





2.3 TREASURER YVES BANDERAS



In the United Mercantile Federation, where politics is seen as a second-rate job for pencil pushers, movie mogul Yves Banderas has slowly built a powerful governing block. Known for his easy manner and glowing smile, the charismatic treasurer conceals a driving ambition to establish his own dynasty. To accomplish his goals, Banderas is looking to the South, hoping to forge an alliance of industrial powers with the Mekong Dominion.

As Terra Nova crawls towards war, Treasurer Banderas' planned alliance with the Dominion takes on a new urgency. Some see it as a threat to the profitable status quo while others hope for a new peace built on the back of a new political and commercial block. Banderas is no fool and has not yet alienated his league's powerful Northern allies, but his quest to establish a lasting legacy may yet drive him to take risks. Some of his closest allies — including the corporate giant Northco — are beginning to sense this change in the wind and are considering whether Banderas has become a business liability.

Discussion is underfoot among the corporate heads of the UMF as to whether it is time to take Banderas down a peg or not. His political success has attracted large numbers of popular supporters and created a great deal of interest in the formation of a type of political party or dynasty centered around him. The creation of such a legacy is in fact one of Banderas' primary goals for his career, but not one that most corporate leaders support. Indeed, they prefer a malleable political figure whom they can more easily influence. Some of the more conservative corporate heads are now trying to sway their fellows to withdraw their support before Banderas' personal power base makes him a completely independent force to reckon with. Currently, the more far seeing of the corporate leaders have recognized that Banderas' political coalition can also be used to their advantage, ensuring a consistency of policy and doctrine. The Treasurer's plans for the Dominion, which threaten valuable contracts with the NLC and WFP, may change their opinion.

The greatest danger for Banderas, however, is not his political maneuvering but his own ego. Driven to succeed from an early age, the Treasurer tends to underestimate those who have not risen to the top of their fields. This attitude has left him vulnerable to manipulation by his chief of staff Gabriel Ventura, who has slowly but surely come to influence almost all of Banderas' policies. Once a movie star and always a master of charm and influence, the Treasurer is blind to the more subtle influence of the quiet advisors and consultants who are the backbone of the political system.

2.3.1 CHARACTER OVERVIEW

• Background

Born to a working class family in Marathon in TN 1861, Yves Banderas quickly learned how to get by on his wits and looks. In secondary school he found that just the right amount of flattery and smiles could get him almost anything, and he banked on this talent in TN 1886 when he moved to Canterbury to become an actor. For two cycles he worked to get his big break, until he caught the eye of Hadeley Finn, an up-and-coming director, while working as a production assistant. Banderas' classic good looks and slightly rugged character (which translated well to holofilm) became Finn's trademark and both men's careers took off in TN 1893 with the release of *Escape*. Although many of their films are fondly remembered, their most famous collaboration remains the thriller *The Lone Man*.

Banderas discovered he had not only a talent for public relations, but a shrewd mind for business, and began to get more and more involved in the corporate side of film making. This ultimately led to a split with Finn over issues of corporate and creative control and to the formation of Logan Creations, Inc., Banderas' own production studio. LCI was involved in the making of three blockbuster action-adventure films between TN 1905 and 1909 and was then sold off for a huge profit.

In TN 1911 he was named CEO of Polaris Pictures, the company that had distributed his major films. Helped by his keen understanding of public trends, Banderas guided Polaris to record profits and became a very wealthy man. In TN 1921 he gave into pressure from Finn and other friends and mounted a campaign for the head of the UMF Finance Department. Elected by a thin margin thanks to his popularity and the respect of Polaris' corporate allies, Banderas has served as Treasurer of the Federation ever since.



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• Profession

As treasurer, Banderas has discovered the usefulness of the Mercantile tendency to ignore politics. By ensuring that the major corporations are happy and making occasional appearances on trideo, Banderas has made himself into a constant in Mercantile society. Few members of the UMF see a reason to bother replacing Banderas, who is a good manager and whose fame is a valuable asset in international affairs. Most of the other secretaries of the Mercantile caucus have found it convenient to become the Treasurer's allies.

Banderas, however, sees himself as much more than a simple bureaucrat. It is his job to make the hard decisions that will ensure the league's prosperity in the future. With a virtual stranglehold on military production and high-technology research and development in the northern hemisphere, Banderas has put into question the long-standing alliance with the Northern Lights Confederacy. Under the strictest secrecy, he has begun tentative negotiations with prominent Mekong leaders about the possibility of an industrial alliance to break the North-South polarization of Terra Nova.

• Motivations

Yves Banderas is motivated by a powerful drive to succeed coupled with an honest desire to do his best for his league and a certain amount of egomania. Mercantile society rewards success above all things, and Banderas is a strong believer in this philosophy, pointing to his own rise to treasurer as proof of its value. This conviction leads him to keep pushing himself to perform as the leader of his league. He is determined to be the best treasurer on record. Unfortunately, this same belief in success leads Banderas to oversimplify the power-structure of the UMF. Always looking for the figure-head of a company or political movement, he tends to ignore those in managerial positions. For the Treasurer, the UMF is best represented by the men and women who lead it, not by the millions of workers or executives who actually allow it to function. This attitude could ultimately be his downfall as his chief of staff takes on more and more of the actual business of government while he focusses on projects more "worthy" of his attention.

• Attitudes

Banderas almost never lets his guard down. Friendly and charismatic, he views everyone as an audience he must dazzle or impress. In his daily life as treasurer, this attitude is extremely helpful and those who deal with him professionally think of Banderas as an open and smiling colleague. Those who work very closely with him, or who relate to him personally, often become irritated by his refusal to completely open up. Only a few confidants regularly see Banderas' honest reactions to events, and even they sense that he is still maintaining a facade. It was this inability to show his true feelings which led to the breakup of Banderas' marriage to Grace Juno in TN 1929.

Treasurer Banderas' success has cultivated a certain self-righteousness. He has little respect for those who have not followed their ambition and has a tendency to expect little of people in secondary positions. This attitude allowed them to manipulate him. Not expecting "followers" to be skillful (or particularly intelligent), he tends to drop his guard when around them.

• Current Concerns

In the short term, Banderas shares the concerns of all other Terranovan leaders about preparing his people for the coming of war. The Treasurer knows very well that the war will be costly, but is confident that the UMF can withstand even a long conflict in which its production facilities would be prime military targets. In the long term, Banderas hopes to ensure both his league's preeminence and his own legacy. Politically, he has been slowly assembling the foundations of a political party by cementing alliances with other caucus members and local representatives. He plans to transform this party into a political dynasty which will ultimately serve as the governing wing of the Federation. In international affairs, Banderas' long term objective is to break the UMF's status as a secondary league (when compared to the NLC or Southern Republic). In the lead-up to war, he has begun insisting on a stronger Mercantile say in CNCS affairs, but his preferred solution is to leave the CNCS altogether and forge a powerful commercial alliance with the Mekong Dominion. This new alliance is probably not possible in the near future, but the tension of war has given it some momentum behind the scenes. Several Mekong taipans are known to be privately frustrated with the domination and expansionism of the Southern Republic.

ELECTION ANALYSIS

(Political Outlook magazine, 8 Autumn TN 1921) — Political and business analysts are still at a loss to explain the victory of Yves Banderas in the United Mercantile Front ministry of finance elections last week. Winning his position in one of the tightest races in Mercantile electoral history, the former holofilm star and chairman of Polaris Pictures took his league by surprise. No one expected Banderas to obtain any real corporate support. Indeed, most prominent corporations publicly backed election favorite Elandra Kolis. According to Mercantile insiders, however, Northco switched allegiances at the last minute to support Banderas, presumably to obtain a sure voice in the Treasurer's policy decisions.





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2.3.2 CONNECTIONS

Yves Banderas makes sure that everyone he meets thinks he is their friend. His easy smile and sincerity endear him to almost everyone he comes into contact with. Banderas is a politician, however, and has made his fair share of enemies, the most dangerous of which have noticed the Treasurer's tendency toward self-aggrandizement.



NATALYA KOROLOV

The Chief Executive Officer of Northco, Natalya Korolov is the United Mercantile Federation's most powerful executive. A close political ally of Banderas ever since she made the bold decision to support him during his election campaign, Korolov has become increasingly concerned by the Treasurer's long term plans. Northco does a very handsome business with the Northern Lights Confederacy and the Western Frontier Protectorate, and is in no rush to sever any ties with these leagues. Confidential reports that Banderas is undertaking discussions with Mekong taipans is even more troubling because any alliance with the Dominion would entail radically increased competition for Northco and severely cut into profits. Banderas has become less and less responsive to Korolov's concerns, and she has had to take drastic measures to keep him in line. Most recently, she has covertly sponsored several inquiries into the supposedly unfair business practices of Polaris Pictures in the TN 1910s. Banderas has yet to respond publicly to the investigations, but has covertly built a relationship with Aidan Jarlson, Korolov's principal rival on the Northco board of directors.



GABRIEL VENTURA

Gabriel Ventura is a born politician, able to lie with utter conviction and sense the deepest of character flaws with frightening ease. He did not have the movie-star face or ease with the cameras that were required of a political leader in the media-conscious UMF, however. A junior executive at Polaris Pictures when Yves Banderas decided to run for public office, Ventura recognized the CEO's media savvy and knew he could be guided to victory. Ventura became Banderas' campaign manager and his shrewd use of business contacts, as well as a special understanding of Northco's power structure, were critical in getting Banderas the position of Treasurer. Ventura, now Banderas' chief of staff, quickly realized that his employer had little respect for anyone who was not in a position of leadership. Using this to his advantage, he has become one of the principal people shaping the Banderas administration. His casual advice and well-timed comments have helped the Treasurer make most of his major decisions. Ventura's principal concern is that someone else will exploit Banderas' weakness and replace him as his major advisor.



GRACE JUNO

Award-winning special effects designer Grace Juno first met Yves Banderas in 1895 on the set of *The Lone Man*. Taken in by his smooth style and casual manner, Juno first became his friend then his lover. In TN 1908, they had been living together for over 10 cycles and Juno asked Yves to marry her. They were wed in Baton Rouge in TN 1909. Although they never had any children, the couple's relationship seemed strong into the TN 1920s. When Yves became Treasurer, his egocentric tendencies became more pronounced and put a serious strain on their marriage. Finally, in TN 1930, he filed for divorce and the couple went through a painful but mercifully quick legal procedure. *The Lone Husband*, Grace's tell-all book — published in TN 1932 — has caused a minor furor and been widely used by Banderas' political rivals. Juno's attempts to distance herself from this opportunism have been undercut by her publisher's desire to capitalize on the added publicity by releasing a new edition of *The Lone Husband*.



JUDYTH RAMONA

Taipan of Ramonair, one of the Mekong Dominion's leading air transport companies, Judyth Ramona is Banderas' main contact in the Dominion. A shrewd politician and businesswoman, Ramona has met twice with Banderas and her representatives are in regular contact with the Treasurer's personal envoys. Banderas' plan to forge a Mekong-Mercantile alliance is of interest to Ramona only in that it provides her with an asset to use against her corporate rivals. Although a full-scale alliance is not a real possibility, laying the ground work for a major trade agreement would provide Ramona with great power and influence. Thus far, Ramona and Banderas have only reached near meaningless agreements-in-principal to encourage trade across the Badlands. Talk is underway, however, to open a Ramonair affiliate in the UMF. Ramona does not realize that her main negotiator, Jeremiah Hito, is an agent of Mekong Speaker Miyako Sogabe, who is keeping an eye on Banderas' envoys. Banderas has noticed signs of the Speaker's attention and suspects that she might be more receptive to his plans.



2.3.3 PLOT RESOURCES

Treasurer Yves Banderas is preoccupied with ensuring the future of his league and his own political legacy. Either of these goals can easily involve him in campaigns or adventures. Player Characters involved in corporate affairs may easily encounter Banderas, but his influence can also bring him into many other spheres of activity, be they legal or not. Even characters outside the UMF can easily become involved with Mercantile interests.

• As an Ally

Most people who know him think of Yves Banderas as their ally and friend. With a smile and a kind word, he appears to sympathize with any problem and be ready to act on one's behalf. The truth, of course, is that the Treasurer has very few real friends. Although he uses those who can be manipulated to good effect, very few people have ever earned his trust. Player Characters who possess useful skills, contacts or resources can attract his attention. Banderas will use charm and wit to befriend them, creating situations in which they offer to help him or making himself appear uncomfortable with having to ask for assistance. This type of relationship can last for decades. Forging a bond of real trust with the Treasurer is a difficult task, but can be accomplished with time and good faith. Even if they become true friends of Banderas, however, Player Characters will have to make their peace with the fact that he will never be completely straightforward with them. Only in the rarest moments will he be entirely honest.



• As an Enemy

Banderas does his very best to ensure that few people consider him an enemy. There are, however, those he feels stand in his way and need to be moved aside. Player Characters who cross Banderas' path and hamper his actions — especially those he considers critical, such as negotiations with the Mekong Dominion — can well earn his enmity. Banderas keeps his hand hidden in any actions against his rivals, always appearing to be the smiling leader while his agents undertake necessary actions. Although not bloodthirsty, the Treasurer has many resources at his disposal and is not afraid to employ drastic measures when they are required. In such cases, his preference is for character assassination rather than actual bloodshed. A creature of the media, he uses public opinion, scandal sheets and media rumors to destroy his opponents. Banderas believes that reputation is everything and so will focus his attacks on image more than anything else. Player Characters who are targeted in this way will find secrets revealed and libelous comments made in many different circles overnight. Finding out where these "revelations" are coming from will be difficult indeed, since Banderas' charisma guarantees loyalty among most of his agents.



• As a Resource

The appearance of Treasurer Yves Banderas as a background element in a campaign can be used to add many different textures to the game's mood. A renowned movie star, he can inject a sense of glamour into an otherwise dreary setting. His visit to an inner-city slum or a lone military base, for example, might serve to break the tension of a gritty reality-based campaign while masking the arrival of political intrigues. Personal connections with Banderas are possible; in fact, he gathers these ties with an unparalleled fervor in his constant quest to build a network of favors and contacts to support his position. Those acquainted with him are likely to have access to many mundane resources quite easily, but will rarely be bound by true emotional ties. Chief of Staff Gabriel Ventura could more easily interact with Player Characters because he is less well known, but may be significantly more dangerous. Unlike Banderas, who looks at everyone as an audience to be charmed and manipulated, Ventura assumes that everyone is his enemy. Player Characters trying to take advantage of connections with the Treasurer will look suspiciously like opportunists or enemies to Ventura, and he may take action to remove them.



• As a Plot Device

Treasurer Banderas' various political agendas can easily form the basis for adventures or campaigns. The quest for an alliance with the Mekong Dominion can send envoys into the southern jungles or northern hills, can employ smugglers and rovers as intermediaries or send intelligence agents in quest of traitorous collaborators. Secrecy is an absolute necessity for these negotiations, given the tense political situation, and Player Characters who stumble onto the presence of Mekong delegates in Ashington or Mercantile agents in Atsi can quickly find themselves in the middle of a rush to cover up by any means necessary. Characters can also be drawn into Banderas' quest to build a political dynasty. Those involved in corporate affairs may be recruited as political allies or find themselves excluded as political outsiders. Those with connections to the military or other influential power bases could also become targets for recruitment. Others tied to Banderas may see newcomers as a threat and try to push the PCs out as they grab more prestige in Banderas' eyes. The burgeoning political dynasty can only be so big and not everyone is ready to share their power.





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2.4 PROCONSUL LANG REGINA



The hero of the Battle of Baja, Fort Henry Proconsul Lang Regina is considered by many to be the quintessential Western soldier. Brash, bold and skillful, she now finds herself leading her city-state and clan as they creep toward a war she does not want. The Proconsul must also struggle to maintain the support of a clan she was not born into, all the while juggling her duty and her private life.

Lang's ten-cycle marriage to Victoria Edden-Smythe, Grand Marshal of the Confederated Northern City-States, has come under strain because of the demanding careers of both women. Separated by thousands of kilometers, the couple has to struggle to have any time together at all. The separation of their four daughters (two living with each woman) has made these living arrangements all the more difficult.

To make matters worse, the political climate in the Western Frontier Protectorate has come to monopolize Lang's time. As leader of the Maderan political faction, Lang is constantly sparring with Fort William Proconsul Zucco Adamo, head of the rival Zuccite faction. Zucco — who is also Field Marshal of the WFP — calls for increased military action in anticipation of the war with the South he claims is unavoidable. Lang, forever marked by the carnage at Baja, struggles to find a way not to send more of her people to their deaths in a pointless struggle. Lang's constant struggles with Zucco have become so personal as to damage both the proconsuls' reputations.

Lang's personal feelings against the return to war strike many as a sharp contrast to her reputation as a bold and skilled military commander. Yet it is the memories of the War of the Alliance which give the Proconsul such pause. The carnage at Baja weighs particularly heavy on her mind, but so do the positive memories from that time. The strength of a united Terra Nova shaking off the CEF is about to be spat upon by another useless war between North and South. Friends she made in the days of war — such as Kenichi Tanaka, once the Prefect of the dreaded Légion Noire and the current Lord Chancellor of the Easter Sun Emirates — will likely be destroyed by the renewed conflict. Terra Nova is about to throw away a détente and unity it took centuries to build and Lang fears there is very little she can do about it.

In the midst of these personal and political difficulties, Lang tries her best to be a good and stable leader for her clan and community. However, her foreign birth (in the Northern Lights Confederacy) is still a disadvantage, and despite her heroism during the War she must always prove herself to the clan-minded Westerners she governs.

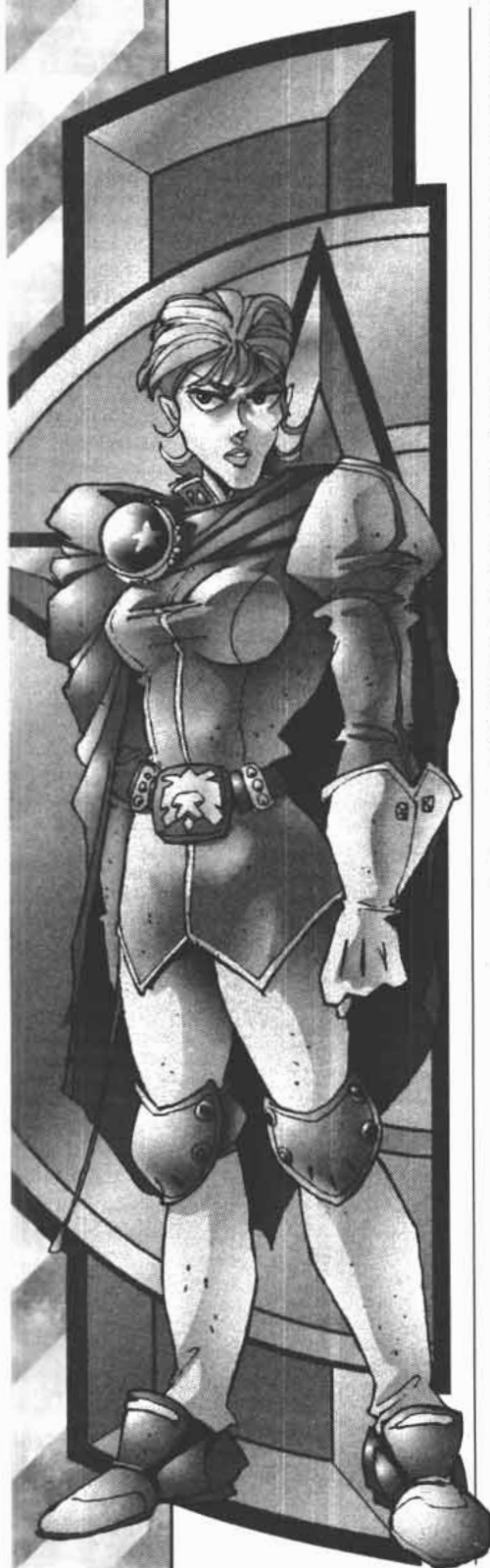
2.4.1 CHARACTER OVERVIEW

• Background

Born in Exeter in TN 1867, Regina Lang was an inveterate troublemaker until her parents moved to Fort Henry. Enrolled in a rigorous military school, Regina excelled thanks to Maderas Karla, one of the school's physical trainers who realized that Regina needed to channel her wild behavior. Using karate training to instill discipline and control in her student, Karla became Regina's mentor. Upon graduation, Regina entered the WFP academy. The Langs then adopted the Western tradition of placing their family name ahead of the given names.

Blessed with natural tactical skill and the ability to gain the respect of her troops, Lang nonetheless had little time for the cautious directives of her superiors. Promoted when her lightning offensive strikes were successful, she was demoted or disciplined when they failed. She became the commander of the 24th Western Expeditionary Brigade just before the outbreak of the War of the Alliance, during which her aggressive tactics won her much praise, but cost the lives of many of her troops. With each death, she gained an understanding of the price of war. Her greatest moment came when she was promoted to head the 2nd Western Armored Division and led the Northern half of the assault on Baja. She lost over 50% of her troops, but broke the back of the Colonial Expeditionary Force. Her heroism at Baja cemented her candidature in the Fort Henry elections after the war and allowed her to assume the leadership of the Maderan political faction in TN 1926.

During the war, Regina also made the acquaintance of Norlight General Victoria Edden-Smythe, who later became Grand Marshal of the CNCS. After the war, as both women rose to positions of leadership, their friendship slowly turned to romance. In TN 1923, Victoria proposed and the two were married in Sorrento. The couple has had four children.





● Profession

Those familiar with General Lang's daring battlefield tactics were surprised that she became the leader of the Maderan faction, notorious for being the moderates of the West. Several early clashes with members of the Zuccite faction seemed to confirm that Lang was a better soldier than politician. In the cycles since her assumption of the leadership of the Maderan faction, however, she has displayed considerable skill. She still faces opposition within the faction from those who find it improper for the Maderan leader not to be a member of the Maderas clan. Lang's Norlight origins and family make her all the more suspect to the more traditional Maderas members.

Outside her clan, Lang has clashed repeatedly with Fort William proconsul and WFP Field Marshal Zucco Adamo. Adamo advocates much more extreme action against the rover bandits that plague the Western frontier and the South in general. Lang has argued that, given the possibility of a second Earth assault, renewed hostility between the poles is suicidal. As tensions rise, she is being forced to reconsider.

● Motivations

Lang is driven by a clear sense of her duty to her people and the clan who accepted her. As a military commander, she prided herself on always keeping the respect of her troops, and attempts to do the same as proconsul. Lang is certainly not above "busting heads" when she needs to, but is more likely to confront her superiors than berate her subordinates. She also feels a great responsibility toward her family. Her two youngest children — Zacharia and Eliza — live with her in Fort Henry and bring her great joy. Her wife Victoria's position as CNCS grand marshal keeps her in Valeria with their eldest children Karyn and Helena. Proconsul Lang has always had great reservations about her family's living arrangements, fearing that not only would Victoria and she suffer from the woes of a long distance relationship, but their daughters would identify one or the other as their only parent.

● Attitudes

Proconsul Lang Regina is a strong believer in the twin Western ethics of personal accomplishment and family responsibility. A wild child herself, she understands and accepts a certain level of rebellion and unconventional thinking, but has little tolerance for sloth or poor performance. She expects those around her to excel and not to make any commitments they do not intend to keep. Lang does her best to always act honorably. She finds lying and dissimulating — although sometimes necessary for purposes of national security — profoundly distasteful. Those who use these tactics regularly are likely to attract her wrath.

Although Lang's principles make her popular in Fort Henry, there are many who find her pretentious and insufferable. Unwilling to follow bureaucratic channels she finds inconvenient, Lang often alienates those who take advantage of their positions. Some members of the Maderas clan have also wondered if Lang has the political savvy to lead their faction, pointing to her constant conflicts with Zucco Adamo as a typical example of poor diplomacy.

● Current Concerns

Proconsul Lang's most pressing concern is preparing her people for the coming war. As the smallest of the Northern Leagues, the WFP makes an inviting target for Southern aggrandizement and Lang knows she must be ready to repel the enemy at any time. Politically, she is struggling against the reactionary policies of Fort William Proconsul Zucco Adamo, who argues that the time has come for the WFP to take full control of the Badlands communities that line its borders (the so-called "Thin Tan Line"). Lang is very concerned that under Zucco's leadership the WFP Army will overextend, leaving the Forts open to attack. These preparations are made all the more difficult by Lang's own feeling that the coming war serves no purpose other than to make more martyrs to the cause.

Lang Regina is left with very little time for her private life and her marriage has suffered as a result. If anything, Victoria Edden-Smythe has less time than Lang and the two women see each other more and more infrequently. This separation has compounded lingering difficulties in the marriage, and it is becoming an increasingly difficult struggle for Regina and Victoria to keep their family together. To complicate matters, Regina has begun to admit an attraction to her chief of staff, Mitsutaki Helen.

WEDDING BELLS

(Fort Henry Tribune, 24 Summer TN 1923) — The Norlight city-state of Sorrento witnessed one of the biggest events in the Arctic social scene yesterday when CNCS Grand Marshal Victoria Edden-Smythe and Proconsul Lang Regina were wed. The ceremony itself was a private affair held in the small Nathani Chapel and attended by only a few of the couple's closest friends — including Second Follower Thor Hutchison. The happy couple then held a lavish reception at a large ranch outside Sorrento. Among the guests were many veterans who had served with General Lang at the Battle of Baja, including Kenichi Tanaka, Lord Chancellor of the Eastern Sun Emirates and leader of the Southern forces at Baja.





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2.4.2 CONNECTIONS

Proconsul Lang's position both as a hero of the War of the Alliance and as leader of her city-state gives her the opportunity to make many friends and rivals. Lang rarely pulls her punches when dealing with her fellows. This frank behavior has endeared her to some, and alienated others.



HERNANDEZ SIMON



Proconsul Lang is renowned not only for her military skills, but also for her expertise in unarmed combat. One of the finest martial artists on Terra Nova, she maintains a dojo in Fort Henry run by one of her prized students, Hernandez Simon. Hernandez served under Lang during the War of the Alliance and was asked to manage the dojo when she became unable to do so herself. At first this seemed like a great honor, but Hernandez now feels under-appreciated. He resigned from a promising military career to remain with his commander and teacher but, despite his sacrifice, now finds himself well out of the loop of Proconsul Lang's advisors. He has recently begun discussions with a man named Juno Karl, whom he believes to be an "information specialist" for the Zuccite political faction (Lang's political rivals). "Juno" is in fact Thiery Balsamo, a trained agent of the Southern Republic Intelligence Directorate and is well on the road to recruiting Hernandez as an unwitting agent.



GRAND-MARSHAL VICTORIA EDDEN-SMYTHE



Lang Regina and Victoria Edden-Smythe first met when Edden-Smythe's 4th Border Division was stationed along the front between the Western Frontier Protectorate and the forces of the Colonial Expeditionary Force in TN 1915. Edden-Smythe barked orders and terrorized those under her command, whereas Lang led by example and simple charisma. The attraction was immediate. When Victoria left Fort Henry, Lang and she began a long distance relationship and, in TN 1923, they were wed. Unfortunately, their marriage has suffered under the strain of distance and other commitments. Victoria has tried to relocate to Fort Henry, but has repeatedly come up against Norlight insistence that all senior CNCS personnel work in Valeria. For several cycles she compromised by spending whole seasons on mobile factfinding missions that brought her to the West, but as the Northern Guard prepares for war this has become less and less feasible. Victoria is unaware of Regina's feelings for Mitsutaki Helen and considers the chief of staff a close friend of the family.



FORT WILLIAM PROCONSUL ZUCCO ADAMO



Lang's most public adversary is Zucco Adamo, Proconsul of Fort William, Field Marshal of the WFPA and leader of the Zuccite political faction. There are few areas of policy in which the two agree. Many believe that Zucco provoked the intense rivalry with Lang when he called her a "Norlight upstart" during his campaign in the Fort William elections. Ever since then, Lang has gone out of her way to provoke Zucco's wild temper, fueling a bitter animosity. As the West prepares for war, this antagonism has seriously hampered military preparedness as Maderan-affiliated commanders have been reluctant to carry out Zucco's most extreme orders. Just such a breakdown in the chain of command resulted in the TN 1932 court-martial of Captain Juarez Ethan, a Maderan supporter and commander of a border patrol company. Juarez had refused to follow the orders of his Zuccite commander who ordered a pursuit of rovers deep into the Badlands. This case has led to widespread questions concerning the behavior of both proconsuls and attempts at mediation from Fort James Proconsul Hasegawa.



LORD CHANCELLOR KENICHI TANAKA



In the critical Battle of Baja during the most desperate days of the War of the Alliance, Northern forces were spearheaded by Lang's 2nd Western Armored Division and Southern forces by the dreaded Légion Noire, commanded by Prefect Kenichi Tanaka. Before the battle, Lang was prepared to despise Tanaka, but she found him to be a skilled tactician and a man of honor. While the two commanders had their differences, they were able to synchronize their assault on Baja with a skill that surprised their superiors and earned them both their nations' highest honors. Since the end of the war, Lang and Tanaka have maintained an infrequent correspondence. Even though Tanaka's bloody past (partially detailed in intelligence reports) does keep a barrier between them, Lang considers Tanaka her friend, and he is one of the reasons she has not jumped wholeheartedly into the move toward war. Like Lang, Tanaka seems less then convinced that war is necessary, but is clearly willing to fight if called upon by his nation. His limited response to the rebellion in Basal (ordering MILICIA troops to attack only military targets) attests to both these feelings.



2.4.3 PLOT RESOURCES

Proconsul Lang makes an interesting addition to most campaigns set in the Western Frontier Protectorate. As a renowned military commander and one of the league's political leaders, she can easily be used as a background element, but can also become more directly involved with the player characters. Those who display honor and respect—or a marked lack thereof—are especially likely to attract her attention and to become involved in her political, or even personal, life.

● As an Ally

Lang can be a valuable ally for any Westerner who shares her basic beliefs. She is inclined to trust those she commands, so veterans of the 2nd Armored Division, citizens of Fort Henry, or members of the Maderas clan have a reasonable chance of garnering her support. Lang may even seek out those who perform their duty with honor, especially those who distinguish themselves doing so; persistent adversaries of Zucco Adamo may also find themselves attracting her interest. Although she will make political concessions when necessary, Lang has very little patience for smooth talkers and two-faced politicians, whom she deals with only when strictly necessary. Lang considers it critical to meet her responsibilities and so will do her utmost to support her allies. Player Characters who attract her patronage can expect her to stand up for them and to use her influence to assure them fair treatment and protection. If the case is critical enough, Proconsul Lang is willing to risk her reputation, but besmirching her family or unit goes against her most deeply held convictions. Those who would ask her to sacrifice their honor are likely not only to be turned down, but to make a bitter enemy of Lang.



● As an Enemy

Player Characters who cross Lang by betraying her trust or threatening her can expect her to respond strongly. In her personal life, she is quick to cut off those she dislikes, but in the political sphere, she will confront them. Lang usually avoids dirty tricks, but she tends to make exceptions when her family is involved. Southern agents sent into the WFP or Badlanders threatening Western interests will also attract Lang's attention, of course, but unless her family or clan are specifically threatened she will react professionally, using the resources at her disposal as necessary. With political enemies she uses her position as Proconsul to make public statements questioning her rival's positions and competence. In the military sphere, she can call upon not only the Fort Henry militia, but many allies within the WFP and Northern Guard to strike with extreme force. When her family is threatened, she will not hesitate to use any means necessary to protect it, including less scrupulous ones. Mitsutaki Helen maintains a small corps of "freelance intelligence specialists" whom she uses in these cases. Most are Western intelligence agents who have close ties to Lang, often established during the War of the Alliance.



● As a Resource

Personal contact with Proconsul Lang in Fort Henry is not altogether uncommon and many citizens have established some form of relationship with her or members of her entourage. As part of her service as Proconsul, Lang does her best to appear around town and establish personal relationships with prominent citizens. These contacts can serve Player Characters in many ways. Regular contact with the Proconsul can garner a certain amount of prestige and a business patronized by Lang is likely to attract others associated with the Maderas clan. Lang's assistants can serve as sources of information and many Player Characters can benefit from some form of influence with the government. PCs who are members of the WFP, although ultimately under the command of Zucco Adamo, may also establish a relationship with Lang, who keeps a close eye on her old Division. Despite the fact that she has had little time to dedicate to it in recent cycles, Lang is also always on the lookout for promising karate students and will not hesitate to approach someone whom she thinks has potential.



● As a Plot Device

Proconsul Lang's rivalry with Zucco Adamo can lead to many scenarios for those living in the West. The Maderan and Zuccite factions have adherents throughout the league and the rivalry is expressed on many levels. Different military units tend to have different political affiliations, as do businesses, sporting teams and community groups. Rivalries between these various bodies can create small adventures centered around rashes of petty theft or large scale campaigns of corporate dirty tricks. Those involved in intelligence work, law enforcement or intrigue may also find themselves drawn into the darker side of the rivalry. Neither faction is above espionage or a certain amount of political sabotage, especially as the military situation becomes critical. Foreign nationals, be they Southern spies, Badlanders smugglers or UMF trade negotiators, can also easily be placed in situations where they must choose one side or the other and suffer the consequences. Cunning Player Characters can turn this rivalry to their advantage, playing one faction against the other and gaining resources from both. This is, of course, a dangerous game, especially if either side discovers the double-dealing at their expense.





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2.5 SECOND FOLLOWER THOR HUTCHISON



Most Northerners are fired by a powerful sense of faith, all trying in their own way to live up to the legacy of Mamoud Khodaverdi and his companion Nathani. The duty of guiding this belief rests with Second Follower Thor Hutchison. Knowing in his soul that the North cannot survive without the blessing of the Gentle Prophet, Reverend Hutchison has made it his life's work to transform his society accordingly.

The twentieth Terranovan century has been a difficult one for the "New Earth." Gripped by intense national rivalry and then invaded from without, the planet has had to fight as never before to survive. Thor Hutchison realizes the role that faith has played in this survival. Without the belief in the Gentle Prophet and his example to demonstrate how to lead a righteous life, few Terranovans could survive without falling into dictatorship, despair or slavery. In this way, Hutchison sees the South not simply as an external threat to the CNCS, but as an example of the route his society will follow if not given moral guidance by the church.

Hutchison's predecessors were content to serve their flocks as spiritual advisors and leave matters of state to the political class. These policies had disastrous results, leading to the betrayals and immorality of the Judas Syndrome and the inability of many leaders to respond to the arrival of the Colonial Expeditionary Force. Hutchison knows that his church must assume the burden of overseeing the North to protect it from the rot and weakness that can develop at the center of power. While he does not advocate an outright theocratic state, in these times of tension and threats (both from external enemies and internal subversives) the political class must work hand in hand with the clergy to keep the North free. If a certain amount of intrigue and secrecy is necessary to accomplish this goal, Hutchison reasons that it is well worth it.

The Second Follower's dedication is sometimes mistaken for megalomania or power-mongering by his political and theological opponents. These critics misunderstand Hutchison. He does not see himself as the natural or fated leader of his state. He does know that he has been placed in a position to see the threat to his people and to help stave them off. He sees himself as the advisor to the nation, the voice of the national and confederate consciousness of the both the NLC and CNCS. Unlike some of his acolytes, Hutchison would not like to see the heads of state and church joined in the same official. Rather, he seeks a situation in which the elected temporal leaders of the North realize that they have a responsibility to take the council of the spiritual leadership.

2.5.1 CHARACTER OVERVIEW

• Background

Born in Sorrento in TN 1842, Thor Hutchison entered a seminary before his 20th cycle. Given a small congregation in Petropolis in TN 1873, he began to see that simple preaching would not be enough to serve the Prophet. The smog-laden city was a testament to the corruption of the faith, where marks were ranked above all else. Worse still was the lack of interest expressed by the church itself in altering the status quo.

From his pulpit, Hutchison called for the captains of industry and the governing parties to return to the faith and gained a popular following among the workers of Petropolis and attracting support from fundamentalist thinkers. Soon he was building a cadre of like-minded ministers. In TN 1880, these alliances were formalized by Hutchison into a semi-secret council called the Prophet's Shield, dedicated to returning first the church and then the NLC to the path of righteousness. Unfortunately, the "soft" faction in the church was strong in the TN 1880's, so Hutchison and his allies had to employ entrapment, false revelations and shadowy deals.

By the 1890s, the major remaining roadblock to the new fundamentalism was long-time Second Follower Ramesh Jubair. Jubair was ancient, however, and Hutchison awaited her passing with anticipation; it finally came in TN 1897. Hutchison, by then Senior Reverend for the Irrian region, allowed a docile Reverend named Maximilian Bengali to become Second Follower as a compromise candidate. Within a cycle, however, Bengali sent shock-waves through the upper echelons of the church when he proposed a return to Massadan-style pacifism for the Sorrento Church. This silenced the moderate camp and gave Hutchison the support he needed. In TN 1899, Bengali was forced to step down, and Hutchison became the new Second Follower.

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• Profession

As leader of the Church, Hutchison has led the fundamentalist revival of the North. The religious feeling that ran under the surface of Norlight society has been brought to the fore. Preachers and thinkers of the church now tend toward the view that the faith must remain central to Northern life if the Arctic is to survive the onslaught of the South. Hutchison's fiery speeches and charismatic ways have captured the hearts and souls of Northerners, spreading the faith further and deeper than any of his predecessors — even creating fundamentalist movements in the UMF and WFP.

Hutchison first captured the public imagination during the war, when he created a powerful radio station in Sorrento. His broadcasts were beamed into occupied territory, giving heart to resistance fighters and harassing colonial troops. These broadcasts were so annoying that in TN 1913 Sorrento was subjected to massive orbital bombings during which Hutchison lost his right eye. These broadcasts continued until the end of hostilities, laying the groundwork for the weekly radio/trideo broadcast of his sermon from the Sorrento Cathedral.

• Motivations

Hutchison is driven by a powerful sense of sin and righteousness. It is clear to him that without the strong hand of the Prophet, Terra Nova would degenerate into a cesspool — the South being a prime example. The planet is on the verge of its second global war in less than twenty cycles, and it will take a firm hand to guide the faith and flock through these terrible times.

The Second Follower's critics call him a self-serving warmonger and he is well aware of these aspects of his personality. It is very tempting to want personal power for its own sake, or to get lost in the righteous drive against the sinful South. Hutchison prays every evening for the Prophet and Nathani to protect him against these tendencies, so that he may do what is necessary to strengthen the church and the faith, rather than simply aggrandize himself.

• Attitudes

Second Follower Hutchison displays different sides of his personality to different people. To those in his entourage, who share his general outlook, he is a driven and dedicated man. Occasionally stern and quick to judge, he nonetheless cares for his flock's well-being and is always alert to their problems. To those completely outside the faith, Hutchison is more akin to a fire-breathing dragon, billowing ire with every breath. This image serves him well as few of his enemies realize that a political beast lurks under the rhetoric.

Revisionists who do not share Hutchison's theological outlook are the most problematic for him. He cannot understand those who have heard the voice of the Prophet and yet who do not see that the fate of the North must be taken in hand. He is often tempted to label such "soft" Revisionists as heretics. The total pacifists of the Massadan Church are easier to understand, at least. They have simply misunderstood Mamoud's call for a struggle to eliminate war as a ban on all aggression, even against sinners.

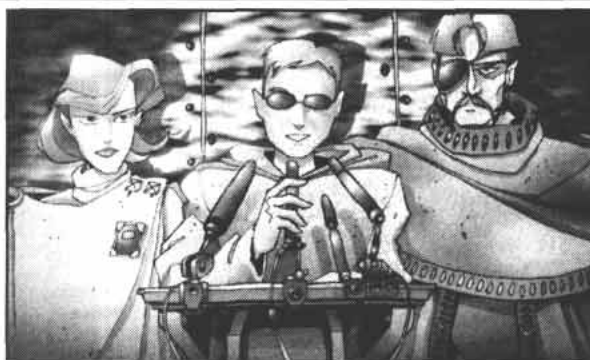
• Current Concerns

Thor Hutchison's project to renew the North is well under way. Almost all the upper echelons of the church itself are held by his supporters, ensuring a unity of doctrine that was sorely missing in his youth. The minority of "soft" Revisionists still serving as Senior Reverends are isolated from all major decisions. With this accomplished, Hutchison is now more concerned with moving into direct control of the Northern state. Government has too long been seen as a secular matter and the Second Follower is determined to ensure that religious morality is brought to the heart of the state. Lay allies have placed themselves in many key positions, lending support to the church and its doctrine and preparing the way for clerical control of state affairs.

Hutchison has remained largely uncritical of President Kathè Adjanni's government, due in part to an informal alliance with the People's Party dating back to his days in Petropolis. This public détente with the Norlight government has allowed Hutchison's secular allies to fill more and more strategic positions in the congress and bureaucracy. The drive toward war has also brought together secular and religious nationalists, bringing the church closer to the center of power.

MASSADA PROTECTORATE ANNOUNCED

(NorCom Newsline, 18 Winter TN 1929) — The First and Second Followers of the Gentle Prophet Mamoud today announced an historic pact between the Confederated Northern City-States and the independent holy city of Massada. After a summit in the Old City of Massada, First Follower Capac and Second Follower Hutchison agreed that the CNCS would extend an official protectorate over the city. In the climate of tension with the expansionist South, many Northern Revisionists had called for the CNCS to protect the holy city. The XVIII Heavy Gear Regiment will take up position outside the city as a symbol of Northern protection. Additional forces will be mobilized should there be any hostilities.





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2.5.2 CONNECTIONS

In his efforts to guide his people to a renewed future, Hutchison has amassed a large number of allies and enemies. He has earned the enmity of many who disagree with his vision of the church. His power and influence, however, have also attracted a wide variety of supporters, both honest and opportunistic.



FIRST FOLLOWER DREVEN CAPAC



Massadan Church leader Dreven Capac has long been an enigma to Hutchison. A young man of seemingly profound enlightenment, he seems to guide through restraint and meaningful silence rather than explicit directives. Hutchison sometimes calls the First Follower weak, but the truth is that Hutchison envies him. The Second Follower has to fight to exert his leadership, whereas Capac seems able to capture the hearts of his followers with a few simple words. Some of Hutchison's advisors see such charisma as a threat, but the Second Followers hopes to one day reconcile with Capac despite their differences. The negotiations to make the holy city of Massada into a CNCS protectorate highlighted these differences and were especially infuriating to Hutchison. Although an agreement was eventually reached, the two leaders spent many days locked in a test of wills from which Capac never once seemed to flinch. The Second Follower hopes that when the war finally begins, Capac will realize the folly of his utopianism and agree to a unified Revisionist church.



THE PROPHET'S SHIELD



What began as a group of Hutchison's closest allies is now one of his most powerful instruments for social change. The Prophet's Shield is now made of three tiers: the first consists solely of Hutchison's closest allies within the church, the second includes other members of the church who follow fundamentalist dogma, and the final tier consists of secular allies scattered across the North. The Shield remains a semi-secret group which (in its most public duties) organizes community action and charity work, but which also oversees Northern society and provides assistance to those advancing the agenda of religious reform. Those who threaten the agenda of the church are also targeted by the Shield and can suffer from economic and social ostracism, unexpected financial loss, or even mysterious disappearance. Reverend Mother Maya Fajil is the Shield member closest to Hutchison and keeps her eyes out for dissension in the ranks. Hutchison is well aware that Fajil is using the Shield to build her own power base, but maintains a powerful personal influence over her.



GRAND MARSHAL VICTORIA EDDEN-SMYTHE



The commander-in-chief of the CNCS has proven to be very receptive to the agenda of the Second Follower. A traditional Revisionist, Edden-Smythe blends her faith with a trust in military discipline. Well aware of the bloody history of humanity and the specter of war looming on the horizon, she feels that a strong moral hand is necessary to keep her culture from collapsing under the strain. Hutchison and the Grand Marshal have become allies in the fight to prepare the North for the future, but their personal relationship has remained cool because of Edden-Smythe's refusal to involve her family in the church's agenda. In TN 1928, Edden-Smythe was offered membership in the Prophet's Shield, a position she only accepted two cycles later. Hutchison sees Edden-Smythe's marriage to Fort Henry Proconsul Lang Regina as a major instrument to spread his fundamentalist reforms to the Western Frontier Protectorate. The Grand Marshal remains unwilling to involve Lang in these affairs, but has introduced several key fundamentalist thinkers in the West to Hutchison's allies.



ADRIANNA XING



Reverend Hutchison has recently become very concerned with the rise of a new so-called "Apostle of Mamoud" in the Eastern Sun Emirates. Reports remain sketchy, but a woman named Adrianna Xing apparently claims to have been visited by an apparition of the Gentle Prophet who told her to spread his word and teachings. Xing, a native of Bangweuleu, then traveled with a growing entourage to Massada. She is currently preaching in the Old City and attracting a large number of followers to her more grass roots and revolutionary brand of Revisionism. Her preaching urges an abandonment of the rampant nationalism that has guided Terranovan life since Reconstruction and a return to the basic life known by Mamoud. Her closest acolytes claim this is to be done in preparation for a great new incarnation of the Prophet. The stories of her visions have also given greater strength to the Divine Prophet sect within the Revisionist Church. Hutchison will not permit this heresy to run amok and has assigned agents to keep an eye on Xing.



2.2.3 PLOT RESOURCES

There are few Northerners who are not touched in one way or another by the actions and words of Reverend Thor Hutchison. As Second Follower of the Revisionist Church, he guides their spirit and seeks to guide their state. Although politically savvy and always on the lookout for allies to recruit for his struggle, Hutchison will not hesitate to make an enemy out of those he considers dangerous to the church.

• As an Ally

To be counted as one of Hutchison's true allies, Player Characters are almost obliged to share in his religious and political agendas. Those who do share this vision, and are willing to work toward its realization, may be recruited and brought together with other like-minded people. New contacts and resources can become available, but only rarely through any sort of secret means. Rather, local church-run community groups can be called upon and favors can be obtained from other secular citizens who follow fundamentalist dogma. Hutchison's allies all stick together and helping fellow Revisionists is a key part of church dogma. Entry into the Prophet's Shield is possible, but will require several cycles of exemplary behavior. If the Player Characters do indeed enter the Shield, they will become part of a veiled world of covert activity. While they may take part in seemingly innocent social activities and join in functions with prominent members of their communities, they will also receive requests for bizarre favors or find enemies revealed as allies. Nothing will be as it seemed before.



• As an Enemy

The Second Follower will not hesitate to use the full power of his position to attack his opponents as immoral or improper —accusations that carry very serious consequences in the North —or to use the Prophet's Shield. Player Characters who have crossed swords with the Second Follower and done serious damage may find trouble coming at them from many unexpected directions. Subtle harassment in the form of interrupted utilities and sudden tax audits are common tactics, but sudden termination of employment or arrest on immorality charges, and even (very rarely) assassination, are possible in more serious cases. Responding to the attacks and harassment of the Shield is difficult at best. At first the dangers will appear to come from left field or to be simple coincidences. It is only after laborious investigation that the religion that bonds Shield members should be revealed. Of course, these investigations will attract even more attention from the Shield and the Player Character's lives will become even more dangerous. Like all secret societies, the Prophet's Shield has little tolerance for those who would expose them. The Shield maintains special cells ready to deal with such inquisitive minds.



• As a Resource

Using Thor Hutchison as a background resource in a campaign adds an important religious element to the story line. Although the Player Characters may not necessarily be religiously inclined, the battle for the soul of the North will be present in such a campaign. This can be used to add a new flavor to an stagnating campaign, or to underline the importance of certain events. Making Hutchison a Player Character contact gives them an important power base with which they might well accomplish great things. This same contact, however, can attract powerful enemies and also comes with expectations of rigorously religious behavior and faithful service. Hutchison will only employ Player Characters indirectly, unless operating through established channels such as military regiments closely affiliated with the church. Undesirables will only deal with intermediaries until they can prove that they have something of importance to provide the Second Follower. Even then, those who do not share the Second Follower's outlook are treated with no little amount of disdain. In these trying times of war and pain, Hutchison has little time for those who do not recognize the way of the Prophet.



• As a Plot Device

Hutchison's struggle to reform the North is fodder for many an adventure. Characters of all types can be caught in the middle of the battle between church and state, or recruited by one side or the other. Often those who suffer from the conflict never see it coming, and Player Characters could well find themselves in that situation. After their job has vanished, their name has been smeared or they have discovered an immoral element in their midst, PCs will most likely want to discover what happened. They may also come across the conflict in the course of their day to day affairs, perhaps by encountering a prominent theologian who is being silenced by the secular state for calling for a religious revolution or a politician who has been blacklisted by the Prophet's Shield. The decision as to how each character deals with this fundamental schism in Northern society can form some of the most dramatic points of a campaign, with long-standing and hard-won friendships being threatened by matters of moral conviction. As the religious issues of the day take on a critical importance, cycles of companionship may seem to lose their importance. Such a crisis of faith and friendship can often result in an even stronger bond being formed after the storm has been weathered.

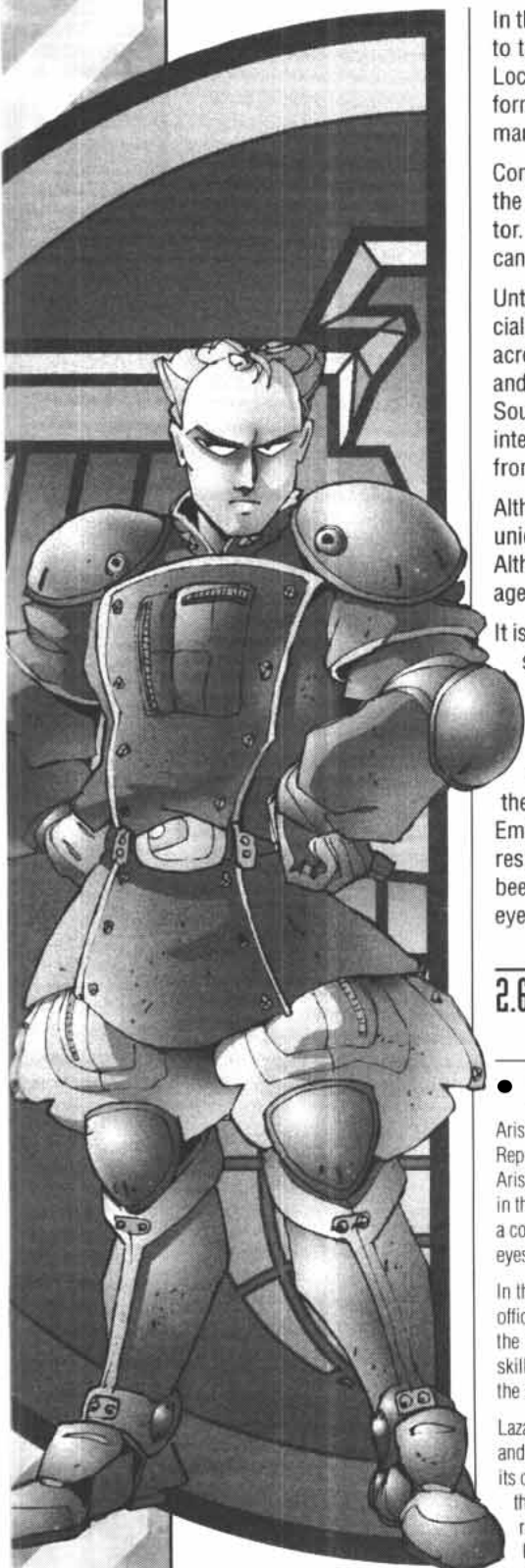




TERRANOVANS OF INFLUENCE

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2.6 COMMANDANT ARISTIDE LAZARUS



In the shadowy world of Southern intelligence and special operations, it can often be difficult to tell the masters from the servants. Such is the case with Commandant Aristide Lazarus. Locked out of the Republican Army, Lazarus has built his own fiefdom in the MILICIA with his formation of the unorthodox Special Intervention Unit. From here he extends his influence to many corners of power and even challenges the dreaded Jacques Molay.

Commandant Lazarus must now play a very dangerous game. Once an apprentice to Molay, the SIU director has become disillusioned with the political opportunism of the Lord Protector. From his power base in the MILICIA, Lazarus must keep his true feelings secret until he can find a new patron or uncover a way to dislodge Molay from power.

Until that time arises, Lazarus busies himself building a strong presence by forging the Special intervention Unit into a power to be reckoned with. Personally recruiting agents from across the Antarctic, Lazarus instills in them a sense of duty to their state, to him personally, and to a tradition of honor. The cadres of highly trained and loyal agents are spread across the South, undertaking both the SIU's traditional commando and "black" operations, as well as intelligence gathering missions. Lazarus is slowly building a power-base of his own, free from the influence of his former mentor Molay.

Although he strongly believes in the doctrine of Republican superiority, Lazarus is considered unique in Southern covert circles because he recruits agents from the other southern leagues. Although most senior commanders are Republican citizens, several of Lazarus' most trusted agents hail from the Mekong Dominion, the Humanist Alliance or the Eastern Sun Emirates.

It is in part the input of his agents from the other Southern leagues that allows Lazarus to see situations as few of his fellow Republicans can. The most dramatic example is the rebellion in the Eastern city-state of Basal. Lord Protector Molay and many other Southerners see the uprising led by Emir Nigel Shirow as a threat to Republican hegemony that should be put down with extreme prejudice. Lazarus knows that the success of the rebellion is but a symptom of the rot at the core of the ESE. For the SIU commander, it is the degenerate Patriarch Oliver Masao who is the real threat to the South, and not the rebel Emir. This is a view he shares with Kenichi Tanaka, the Lord Chancellor of the ESE, who is responsible for keeping MILICIA involvement in the struggle to a minimum. That Tanaka has been able to counter pressure from Molay has intrigued Lazarus and led to him keeping an eye on the Lord Chancellor as a potential new ally.

2.6.1 CHARACTER OVERVIEW

• Background

Aristide Lazarus was born in TN 1869 in Siwa Oasis and seemed destined for a promising military career. Joining the Republic's Youth Guard and then moving on to become an officer cadet, he created great expectations among his family. Aristide, however, was a selfish and petty youngster, more interested in the prestige and benefits of military status than in the duties he had to fulfill. These feelings came back to haunt him just before his graduation from the cadets, when a contraband ring he had been running was exposed to his commanders. He saw his military career vanish before his eyes as he was summarily sentenced to five cycles of hard labor.

In the middle of his imprisonment, Lazarus was approached by a Southern Republic Intelligence Directorate (SRID) officer named Jacques Molay. Molay arranged for Lazarus to be transferred to a SRID facility where he was trained. Over the next four cycles, Lazarus learned and absorbed Molay's vision of renewing the South by engineering the rise of skilled and dedicated officers to top positions. Charged with this philosophy, Lazarus was placed in the MILICIA, where the stigma of his cadet days would not hamper him.

Lazarus's new dedication — and occasional help from his patron — awakened his skilled political and military mind and assured a rise through the ranks. By the time of the War of the Alliance, Lazarus was a Sous-Commandant. During its course, he built a quiet reputation as a skilled tactician and leader of men and was promoted to Commandant. After the War, he convinced the MILICIA high-command that the AST army needed a special operations force of its own, rather than always relying on Republican units or the Légion Noire Auxiliary. Thus was born the Special Intervention Unit (SIU).

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• Profession

As director of the SIU, Commandant Lazarus has employed a non-traditional philosophy and recruited a mix of personnel from various backgrounds. Many of the agents are former outsiders who have been brought in from the cold by Lazarus himself. Learning from Molay, the Commandant has practically raised some from adolescence into elite pilots and commandos. Those who receive this special treatment are often extremely loyal and become Lazarus' most trusted agents.

Lazarus has led the Special Intervention Unit into undertaking many dangerous and bloody operations, taking the steps that are necessary to ensure the security of the South. The SIU also occasionally undertakes operations aimed at political enemies of the Molay regime. In the course of such missions, Lazarus came to understand that his mentor was not the dedicated leader he had made himself out to be, but rather a power-hungry tyrant. Knowing full well the dangers of crossing Molay, Lazarus has continued to undertake these operations, but has kept a safe record of them for later use, if necessary.

• Motivations

Commandant Lazarus is motivated by a complex mixture of patriotism, bitter resentment toward his mentor Jacques Molay — now Lord Protector of the AST — and personal ambition. Molay skillfully used a philosophy of patriotism to indoctrinate Lazarus, but has failed to live up to his disciple's expectations. Lazarus firmly believes that the South must be run by someone who has the combination of dedication and skill to best serve the state and spent many years believing Jacques Molay to be that man. And yet he is no longer sure. The special operations the SIU have undertaken against Molay's enemies have eliminated many dedicated Southerners for the simple crime of being in Molay's way. His handling of the Basal uprising has also been troubling, refusing as he does to acknowledge the legitimacy and potential of Emir Nigel Shirow in favor of the corrupt Patriarch Oliver Masao.

• Attitudes

Commandant Lazarus has thoroughly integrated the Southern attitude of superiority and honor. He is convinced that the strong Southern arm is the best guiding principle for Terra Nova and has been willing to pay the price in blood that such an objective requires. Although never without feeling the cost, he has sent trusted operatives to their deaths and executed enemies of the state as required. Although these deaths sometimes weigh on his mind, Lazarus has a clear conscience.

Operating from the MILICIA, at arms length from the fanatical nationalism of the Republican Army, Commandant Lazarus does acknowledge some value in the societies under the Southern umbrella. As long as a citizen is faithful to a code of honor and is loyal to the Republican leadership, Lazarus is ready to treat him as an equal. As a consequence, he has recruited a surprising number of Dominionite, Humanist and Eastern agents into the SIU — although rarely in command positions. Lazarus knows that Molay does not share this view of the other leagues of the AST, treating his subjects like cattle rather than citizens.

• Current Concerns

Commandant Aristide Lazarus' current concerns are focused on his relationship with Lord Protector Jacques Molay. It has become increasingly clear that the man to whom he has dedicated his life is a threat to the Southern dream. Molay has grabbed power for himself and seems not to care whether he drags the whole AST down into a premature war or not, so long as his personal prestige is augmented. Opposing the Lord Protector is a sure route to execution, however, so Lazarus must tread slowly. He is building a network of independent political contacts across the Antarctic, and is searching for a new patron for the SIU, one who might be able to better guide the South.

In his official capacity, Lazarus continues his practice of creating cadres of personally loyal agents. He is especially fond of recruiting from the fringes of society and the SIU counts several former Badlands duelists and street urchins in its number, supervised by agents from more traditional backgrounds who share Lazarus' disciplined and dedicated outlook. Having been betrayed by his own mentor, Lazarus is determined not to let his disciples down.

STRIKE WITHOUT WARNING

(Loyang Free Press, 19 Spring TN 1927) — The so-called "Peacemaker Crisis" which had captivated the league's attention ended last night in a public display of the abilities of the rarely seen Special Intervention Unit (SIU) of the MILICIA. Details of the night assault remain sketchy at best, but reliable sources state that a team of elite paratroopers dropped into Loyang, infiltrated the compound, disabled command and control equipment and then signaled for a massive drop of reinforcements. Reporters became aware of the assault only when at least three cadres of paratrooper Heavy Gears were spotted landing in the compound. Southern officials announced an end to the crisis a mere 20 minutes later.





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2.6.2 CONNECTIONS

Commandant Lazarus lives in the treacherous world of Southern espionage, keeping his true motives secret and building his resources with care. Each new acquaintance becomes a resource or a risk, used and identified with a cold and analytical mind. Such is a lonely life, with little room for true friends.



LORD PROTECTOR JACQUES MOLAY



At one time, Molay meant everything to Lazarus. His mentor and savior, the Lord Protector was ready to do what it took to ensure the future of the state. As Lazarus has gained his own resources, however, he has discovered that Molay is more interested in his own glory than that of the Republic. He is increasingly convinced that Molay poses an even greater threat to the South than any Northern leagues. Lazarus' old loyalty has turned to anger and he is actively searching for a way to dislodge Molay from the position of Lord Protector. In the meantime, he continues to present himself to him as an ally, as yet unable to face the wrath of the former SRID director. Lazarus is well aware that Molay is a master of intrigue and espionage. As a consequence, the SIU director's first concern is to immunize himself against agents in his midst. Over the last few cycles, Lazarus has slowly begun purging his entourage and organization of those he knows to be loyal to Molay above all others. He is confident, however, that the Lord Protector still has many agents inside the SIU.



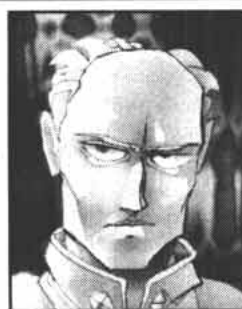
LORD CHANCELLOR KENICHI TANAKA



Commandant Lazarus is always on the lookout for those who share his vision of the South and has uncovered significant common ground with Kenichi Tanaka, former Prefect of the dreaded Légion Noire and current Lord Chancellor of the Eastern Sun Emirates. Tanaka gained a reputation for loyalty and inspired leadership during his tour as Prefect, most notably during the terrible Battle of Baja in TN 1916. Lazarus has established some tentative ties with the Lord Chancellor, although thus far Tanaka has been wary of creating any formal relationship between the two. He has used his influence among the Légion to facilitate some SIU operations, however, and the two have consulted several times on the matter of Nigel Shirow, the rebellious emir of Basal. Both men seem to agree that the Basal "problem" is not on the verge of disappearing. The rebellion has gained such momentum that even an assassination would probably only create a martyr. Unless a sure way can be found to diffuse the situation, the costly blood bath will continue for many cycles.



MAJOR JAN AUGUSTA



The SIU's chief field agent, Major Augusta was a military intelligence operative attached to Commandant Lazarus' MILICIA unit during the War of the Alliance. A career black ops expert, Augusta was fully briefed on Lazarus' bond to then-SRID director Jacques Molay and sought out his friendship. The two men were surprised to discover a real affinity for each other and when the SIU was formed after the war, Augusta was among the first recruits. Since then, the major has served as the field leader of some of the most sensitive SIU operations. Despite his loyal service, however, Augusta has begun to reexamine his life. Decades of bloody operations have left him without friends or family, and he is considering using his considerable skill to disappear once and for all. Augusta has not confided these feelings to Lazarus, who would view them as a possible threat. If and when the time comes, the vanishing act will have to be complete and unexpected.



COLONEL SONYA GERTI



Lazarus considers Northern Guard Intelligence Service Colonel Gerti, chief of NGIS Badlands operations, as his opposite number. Gerti emerged from the hidden world of Northern special operations after the war and has a marked preference for "direct methods" in intelligence work. Gerti and Lazarus have never actually met face to face, but the Commandant has become intrigued with the Northerner and has built an impressive personality profile on her. The SIU has uncovered that Gerti has authorized a series of assassinations across the Badlands over the last few cycles, but Lazarus has been unable to find any concrete connections between the targets — other than that many of them lived under CEF occupation during the War of the Alliance. SIU resources are limited, however, and its mandate does not explicitly cover counter-intelligence operations in the Badlands. Lazarus has sought unofficial sanction from Allied Southern Intelligence — who officially carry out these functions — but the ASI is reluctant to give up their only recognized fiefdom. Lazarus has nonetheless created several teams of operatives dedicated to investigating NGIS activities, but has refrained from informing the ASI.



2.6.3 PLOT RESOURCES

Lazarus lives neck deep in the world of Southern intrigue and intelligence work, and any stories that involve these elements can easily include him. He can and does drag those with potential into this shadowy realm and can serve to show just how dangerous the Allied Southern Territories can be. Even those with no connection to espionage can easily end up as targets of Aristide's agents or under his protection for a classified reason.

• As an Ally

Lazarus and the SIU can make potent allies for any Player Characters involved in the South or the Badlands. Those working explicitly in Southern interests might well be recruited by Lazarus for his agenda of a renewed South. Lazarus has trained many agents, instilling in them loyalty and devotion, and may well find one or more Player Characters to be likely candidates. Others may be chosen to be recruited into the SIU itself. Those who establish such a relationship with Lazarus can count on his full support as long as they do not endanger the SIU or its mission. Lazarus has learned to seek out contacts and supporters for his agents in the Badlands and on the fringes of Southern society, as well. Rovers, underground duelists, bandits and gamblers have all dealt with the SIU and Lazarus at one time or another. These elements are usually used simply as contact points for agents at first, later graduating to running safe houses or becoming field agents in their own right. Even the most undesirable Player Character can become Lazarus' ally by displaying personal honor.



• As an Enemy

Lazarus and the SIU make very dangerous enemies indeed. Those working against Southern interests can easily attract their attention. Although the SIU is best known for the rapid "special interventions" it is named for, Lazarus also places long term agents in trouble spots. Player Characters who are targeted by Lazarus will be subject to various attacks, from rapid Gear strikes to the planting of agents in their midst. Even loyal Republicans can make an enemy out of Lazarus. Those working for a faction Lazarus considers dangerous can easily come under assault. The SIU is far from all-powerful, so Player Characters faced with Lazarus as an enemy can fight back. If located in the Badlands (or the North), PCs will likely face only a single team of SIU agents and if they can be defeated, Lazarus may well cut his losses until a new tactic can be developed. In the South, matters are more complex, both because the SIU has more resources and because Lazarus can ill afford to be defeated on his own turf. The commandant will not give up in such a case, and will not hesitate to use assassination and other "unscrupulous" methods if necessary. PCs may be forced to seek the "protection" of another intelligence unit.



• As a Resource

Commandant Lazarus makes a very valuable contact for Player Characters. Operating deeply within the intelligence web of the Southern Republic, Lazarus can obtain information and resources completely unavailable to others. The commandant makes an excellent candidate to act as a "deep throat," providing information for his own purposes and slowly molding the Player Characters to his end. Contact with Lazarus is a sure sign of a campaign's involvement in the world of espionage and black ops, and can be used to slowly bring Player Characters into the shadow realm of the true masters of the Allied Southern Territories. Of course, once this doorway into the covert world of Southern intelligence has been opened it is very difficult to close. Those who come into contact with Lazarus or his agents will — like it or not — become his resources as well and as such become legitimate targets for his enemies. Lazarus can provide equipment, contacts and allies, but also comes complete with dangerous enemies. Player Characters who deal with Lazarus should never quite feel at ease; secret agendas are at play around them. Lazarus sometimes tries to shield a few of his protégés and contacts from this shadow world, but is rarely entirely successful.



• As a Plot Device

Lazarus can easily spark many campaigns and adventures. His conflict with Lord Protector Jacques Molay is a deeply buried secret, played out in subtle moves and deadly operations. Player Characters can easily become involved in these battles, most likely as pawns or witnesses at first. Both antagonists, however, have built their careers on taking advantage of the opportunities given them and PCs that show resourcefulness and drive will rapidly become candidates for recruitment. Northern agents may also attempt to use the rivalry to their advantage in order to gain access to unprecedented intelligence as each side offers them more than the other. They must play a careful game however, as the two Southerners will rapidly close ranks when presented with a clear foreign threat. They must play a careful game however, as the two Southerners will rapidly. Those who become agents of Lazarus' will likely be used in operations with objectives they do not know or understand. Over time, however, they may become suspicious as they face SRID agents or destroy records from other intelligence agencies. The tension between their loyalty to their commander and the "treasonous" operations they are carrying out can lead to many conflicts.





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2.7 SPEAKER MIYAKO SOGABE



The Taipan of International Consumer Products (ICP) and the Speaker of the Mekong Assembly, Miyako Sogabe is the most powerful businesswoman in the Southern Hemisphere. Sometimes ruthless and always pragmatic, she is nonetheless determined to bring a minimum of social justice to the corporate feudalism of the Dominion. Her efforts, however, sink her deeper and deeper into the web of Southern politics, and her new vision of the Mekong Dominion risks getting lost.

Sogabe, who spent her university days isolated from the wealth of her family, has an appreciation for the plight of the common Dominionites she rules. She hopes to find a way to improve their lives while not feeding ammunition to her reactionary critics in the Mekong Assembly. This struggle between the roles of reformer and Taipan is reflected in almost every aspect of her private and public lives. Miyako Sogabe's marriage to academic Marcel Jong, which was forged in her days as a "common" university student, has collapsed under the strain of her elevated social standing. In her role as Taipan of ICP, she has chosen to put the welfare of her state ahead of the profit margin of her corporation; unsurprisingly, criticism from ICP insiders has plagued Sogabe's policies from the beginning.

Her mild reform policies have gotten Sogabe a reputation as being a "moderate," but she does not hesitate to take the steps she feels are necessary. To ensure herself some freedom of action, she has bribed Lord Chancellor Etienne Durocher with the criminal enclave of Hsi Tsang, condemning the citizens of a major city-state to a brutal criminal oligarchy for the betterment of the whole Dominion.

An increasingly public example of the Speaker's unsuccessful struggle to balance her private and public lives is the person of Matsuo Sogabe. Her eldest son, Matsuo was born out of wedlock when Miyako was very young and sent to be raised by a nanny. Miyako has tried to reestablish contact with her son over the cycles since her ascension to power, but with no success. The young man has become one of her most persistent critics in the Dominion's media and his attacks have begun to hurt her politically. Afraid that her son has become an agent of one of her political or commercial enemies, Miyako has undertaken to uncover who is manipulating her family, but has yet to uncover anything save the anger and resentment of her eldest child. Miyako's alienation from Matsuo hits especially hard given her difficulties with her estranged husband Marcel. Marcel seems ready to put aside their differences and allow Miyako to have a hand in the raising of their daughter, but her greatest fear is that their daughter Mai will grow to hate her as Matsuo does.

2.7.1 CHARACTER OVERVIEW

• Background

Miyako was born in TN 1890, the daughter of ICP Taipan Kazuo Sogabe. Too busy to care, her father left Miyako to be raised by her mother Ani and a legion of servants. Seeking excitement, the adolescent Miyako began to visit nearby Yung An accompanied only by her bodyguard Kenji.

Her relationship with Kenji went from friendly to physical as the young Sogabe convinced herself she was in love. Neither was prepared for the consequences, however, when Miyako became pregnant in TN 1910. Kazuo was furious and swore to teach his wayward daughter a lesson. Kenji vanished completely and Miyako was compelled to bring her pregnancy to term. She was then sent away to a boarding school and her son Matsuo was sent to be raised by guardians. In TN 1915, Kazuo sent her to university in Mekong, where she would have to fend for herself.

Slowly, Miyako's independent spirit recovered. She found employment and was able to obtain some student bursaries based on her success in the second cycle exams. In TN 1919, she began a relationship with fellow student Marcel Jong. Upon her graduation (with honors) in TN 1925, Kazuo placed Miyako in a senior management position in ICP without a word about the past. Miyako then proposed to Marcel, who accepted. Their daughter Mai was born in TN 1926. In TN 1927, ICP gained enough votes in the Mekong Assembly to secure Kazuo the position of Speaker. Without explanation, Kazuo named his daughter as his proxy and then committed suicide. Miyako was stunned, having been too removed from him to notice her father's profound depression. She used her authority to have his death disguised as natural causes and suddenly found herself thrust into the position of corporate taipan and national leader.

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• Profession

Many thought Miyako's tenure as speaker would be short-lived. Displaying a finesse and strength only those who had followed her university career were aware of, she was able to remain in power. Until TN 1931, she played the traditional role of the Speaker, looking out most of all for her own corporation and finally ensuring a clear lead in the Assembly over ICP's long-time rival, the Mekong Development Corporation. Since then, Sogabe has used her power in the Assembly to push ahead a social reform platform aimed at righting many of the wrongs she witnessed in her university years. She has faced severe opposition from her business rivals, but has nonetheless been able to begin reducing the Dominion's huge disparities in wealth.

Miyako's political and mercantile success has cost her dearly, however. Her relationship with Marcel — who knew her as a brilliant student of limited means — became strained to the point that in TN 1931 he took a teaching position at the MAS campus in Olduvai, opting to raise Mai alone. Attempts at reconciliation have been unfruitful at best.

• Motivations

Speaker Sogabe is always struggling to live up to her own expectations. Having suffered from her father's stern punishment, she is determined not to become his twin as the leader of ICP or her people. Whereas he ruled with enlightened self-interest, Miyako believes it is her responsibility to provide Dominionites with the resources to improve their own lives. Having been cut off from ICP for much of her life, her loyalties toward the Dominion as a whole are much stronger than toward the corporation she heads. Miyako looks back at her youth with no small measure of guilt, thinking of herself as an innocent child who brought a son into the world long before she was ready to be a parent. She is determined to take full responsibility for her actions and has struggled to reestablish contact with her long-estranged son Matsuo.

• Attitudes

Speaker Sogabe's determination and idealism are tempered by a strong pragmatic streak. Although she does not like to admit it, she is still her father's daughter and is willing to take whatever action she deems necessary to reach her objectives. As Speaker and Taipan, she is forced to make decisions of dubious morality — bribing officials and authorizing corporate espionage and sabotage to secure her position — and these acts were among the many reasons her marriage collapsed. Sogabe does her best to differentiate between her political roles and her personal life, but as her struggle for reform becomes more and more acute, her private life is rapidly vanishing. Where once the opinions of her husband and children were the most important barometer for Sogabe, she now finds herself weighing all her decisions in terms of political support. Consequently, she has had to curb her tendency to speak her mind, particularly after a speech she made concerning the "despicable" social conditions in the emirates led to several calls for her removal.

• Current Concerns

Politically, Speaker Sogabe is well aware that she has far more enemies than allies in her endeavors for social reform and dedicates most of her energy to placing her followers in positions of influence and neutralizing her opponents. These tasks have required more and more drastic measures, and Sogabe is sinking deeper and deeper into the morass of Southern politics. Her relationship with Lord Chancellor Etienne Durocher has opened up the use of AST resources, but Sogabe is rightfully wary of the long-term cost.

On a personal level, Miyako is trying to atone for what she sees as her past failings. She supports her son Matsuo despite his constant public denouncements of her leadership and has tried to reconcile with Marcel with only very limited success. He has allowed her to visit their daughter and Miyako is determined to be involved in the raising of her second child. Miyako's private life has recently gained a new level of complexity with a series of letters supposedly from her old lover, Kenji. The missives seem to come from the Badlands and request a reunion, but Miyako suspects a trap set by her opponents.

FAMILY MATTERS

(Mekong InfoNet, 29 Summer TN 1927) — The Dominion political and commercial scene was turned on its head yesterday by the shocking news of the death of Kazuo Sogabe. Sogabe, age 78, was Taipan of International Consumer Products and had recently been named Speaker of the Mekong Assembly after many years in a minority position. Friends and family of the Speaker are said to be in shock from his sudden death, which doctors are attributing to a sudden stroke.

The succession of ICP leadership, long a matter of great contention, seems to be surprisingly straightforward. According to family insiders, Sogabe had recently undertaken a reconciliation with his alienated daughter Miyako and named her his successor. A young woman of 37, Miyako is expected to make her first address to the ICP executive board tonight and to the Assembly tomorrow evening.





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2.7.2 CONNECTIONS

Speaker Miyako Sogabe's efforts to render her league's society somewhat more humane and just have led her into the morass of Southern and Dominionite politics. She moves among other taipans, Republican politicians and robber barons to accomplish her goals, gaining powerful allies and dangerous enemies along the way.



LORD CHANCELLOR ETIENNE DUROCHER

Although loosening the bonds between the Dominion and the Southern Republic was not part of Sogabe's agenda, she knew her fellow taipans might well appeal to the Lord Protector to counter her reforms. Sogabe was very pleased when she discovered that Etienne Durocher was determined to take full advantage of his position to live the good life. She immediately struck a bargain with the Lord Chancellor. Sogabe agreed to help establish Durocher's hold over the free city of Hsi Tsang, in exchange for a pledge from the Lord Chancellor to keep out of Dominionite political affairs. The Speaker "reminds" Durocher of this pledge with regular transfers of funds from the coffers of ICP. From this base, Durocher has undercut his own Dominionite enemies, such as Francis Cranston, the figurehead of the Peacekeepers and unfortunately one of Sogabe's key supporters. She fears that Durocher's corruption may hide a powerful political animal who is slowly obtaining a stranglehold on the Mekong underworld.



MATSUO SOGABE

The opposition that is most painful to Speaker Miyako Sogabe is surely the high constant criticism of her estranged son Matsuo. Miyako has made several attempts to reconcile their differences and has always hoped to be able to care for her first child, but Matsuo seems hell-bent on raking his mother through the coals of the Dominionite media. While most of his criticisms were petty and personal in nature when they began in TN 1930, Matsuo's commentaries have become increasingly intuitive and cutting. Miyako is unsure whether her son has simply developed a keen political mind or is being "handled" by one of her opponents. She has assigned trusted agents to look into the matter, determined to keep her children free of the web of intrigue currently surrounding her. Paolo Sandoval, one of the agents the Speaker had assigned to Matsuo, recently disappeared after infiltrating the young man's entourage. Despite her best efforts, Miyako has been unable to uncover the circumstances behind this vanishing act.



THE YANG DANCERS

The Mekong arts scene has recently been enraptured by the ancient Kabuki dance of the Atsi-based Yang Dancers. Blending the ancient performance art with the famous body sculpting techniques of their city-state, they produce a show of truly surreal beauty and grace. The Dancers have been invited to perform by most taipans and have twice toured the Southern Republic. None realize that several members of the troupe — including creative director Kitani Yang — are the personal spies of speaker Miyako Sogabe. Using their talent and fame, these agents gain access to the private homes of Sogabe's allies and rivals and collect information. Computer hacking is quite often done from backstage at the height of the dramatic tension. Sogabe greatly benefits from the detailed profiles they provide of her rivals' private lives. Kitani Yang herself is very proud of the role she plays, her family having benefited from ICP's patronage for several generations. Like many of Sogabe's covert agents, she sees herself as a samurai, serving her lady with consummate skill. That she has a chance to excel at her art while performing her service is an added pleasure she relishes.



MDC CHAIRMAN ARRON LOGAN

Speaker Sogabe's most potent rival is Arron Logan, the chairman of the Mekong Development Corporation. MDC is responsible for the utilization of the Dominion's convict population, using them as cheap labor, and is the second largest corporation in the Dominion. Logan is understandably unenthusiastic about reforms that would cut into his profit margins being instituted by his main political opponent. To retaliate, Logan has begun a low-level campaign of corporate dirty tricks including sending *agents provocateurs* to incite labor difficulties in ICP concerns, corporate raiding of ICP subsidiaries and the "brain drain" of top ICP personnel. Sogabe knows well that Logan would not hesitate at personal attacks and strongly suspects that many of her personal difficulties can be traced to MDC. She has not hesitated to fight back and has used her own corporate agents to undermine the commercial and political position of MDC. She has also sponsored investigations into Logan's personal affairs. Rather than create a smear campaign and expose herself to further public attacks, she hopes to build a dossier to use as a weapon in private dealings with Logan.



2.7.3 PLOT RESOURCES

Speaker Miyako Sogabe is not only the political leader of the Mekong Dominion, but the South's most powerful businessperson. As such, her influence can be felt across the Antarctic, involving Player Characters in a variety of capacities. Her efforts at social reform are felt throughout her league and ICP offices can be found in every major Southern city-state. Her influence is also felt in the Badlands, where many AST negotiators are Dominionites hired by Sogabe.

• As an Ally

Speaker Sogabe is well aware that she has potent enemies and is always on the lookout for those who can provide her with an edge against her rivals. Player Characters who may have skills or information of value could well be approached by one of Sogabe's agents. Those who do become her allies can expect more than ample payment for their duties, but Sogabe also expects those she pays to fulfill their responsibilities. As do most taipans, Sogabe lives largely isolated from the population, but she does attempt to stay in touch with common Dominionites. It is possible for Player Characters to meet and befriend Sogabe, particularly when she makes her occasional clandestine visits to Olduvai to see her estranged daughter Mai. Those who meet Sogabe during these excursions will find that she makes a conscious effort to be open and friendly, not wishing to teach her daughter to mistrust at an early age. Under the surface, Sogabe will remain highly suspicious of those who "just happen" to meet her. She will not commit herself to anything until she can be sure of their friendship.



• As an Enemy

Those who cross Sogabe can expect to deal with a potent opponent. The Speaker is often thought of as "soft," but she is certainly not above extreme responses when she is attacked. Sogabe tries to respond in kind when she can, using corporate warfare techniques when her business interests are threatened. Player Characters involved in espionage will face highly professional opposition from ICP's intelligence agency. Those who threatened Sogabe's family, however, will face opposition of an entirely different sort. The Speaker does not tolerate any threats to those she loves and will not hesitate to use the full force at her disposal to annihilate those who endanger them. Such measures can include intimidation, harassment, kidnapping, assassination and torture. Sogabe does not use these techniques casually, but her desire to protect her family is far greater than any moral misgivings she may have. Sogabe is a firm believer in the punishment fitting the crime and to her there is no greater crime than harming her loved ones. She does not, however, tolerate her underlings using such measures without her consent and, unlike other taipans, will not abide being "protected" from difficult decisions.



• As a Resource

Almost any campaign set in the South or Badlands can easily use Miyako Sogabe as a background element. ICP has interests across the globe and its officials can easily serve as contacts, employers or atmosphere elements in campaigns. These officials do not all share Sogabe's agenda of social reform and may well be vicious taskmasters. Player Characters who challenge these executives will face the power of the corporation, but may also attract Sogabe's attention. The discovery of dangerous elements within her own corporate fieldom will be amply rewarded by the taipan. Sogabe herself is perhaps more difficult to add into a campaign as a contact, although Player Characters who attended university in Mekong could easily have gotten to know her or her husband. As a contact she can provide a truly unique access to the world of the Mekong elite. Those in regular contact with the Speaker can expect attention from ICP security and Sogabe's enemies. Sogabe's position as recognized leader of the Dominion might also make those who know her targets for international intrigues. At the very least, the intelligence agencies of the AST and the Southern Republic are sure to be interested.



• As a Plot Device

Sogabe's personal and professional struggles can spark many adventures or campaigns for Player Characters. Mekong citizens affiliated with one of the corporations can easily become involved in the growing corporate warfare in the Dominion, either as agents or as targets. Those from outside the Dominion may also see an opportunity in these struggles and involve themselves in the fight for their own reasons. MILICIA troops under the command of Etienne Durocher, for example, find themselves as the Lord Chancellor's personal army and may seek out leverage against Sogabe. Smugglers and freelance intelligence peddlers are already profiting from the conflict, and Southern and Northern agents are also moving in to gain leverage before the coming war. Player Characters could easily fill any of these roles. Adventures of a more personal nature — and smaller scale — can arise from Sogabe's private life. Researchers and professors working with her estranged husband Marcel in Olduvai may become involved in the couple's affairs. This story thread could then explode into a full-fledged adventure when a crisis brings the couple together to call on the Player Characters for help.





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2.8 PRECEPTOR GAVIN HYPOLITE



The Humanist Alliance is often thought of as the most docile of the Southern Republic satellite states. The enlightened caste-society of the Illuminatus seems to be too lost in its utopian dreams to offer any form of resistance to Republican domination. Some Humanists, however, are not satisfied with this state of affairs and fight for independence. Chief among those struggling for freedom is Preceptor Gavin Hypolite, the Humanist ambassador to Port Arthur.

Hypolite must play a very subtle game of resistance if his movement to shake off the shackles of the Southern Republic is to have any chance for success. Indeed, spies and agents of the Republic are infamous for their ability to infiltrate even the most secret organization and Hypolite knows well that his "treason" would be rewarded by imprisonment, torture or assassination. Helping him defend against such threats are allies in the Humanist Alliance's own intelligence agency, the Humanist Insight and Regulatory Authority (HIRA). Many of these "Ghosts" are tied to Hypolite's nationalist efforts and provide resources for his movement.

Hypolite's movement is unofficially sanctioned by his long-time mentor, the Illuminatus Salvador Anastapulos. Anastapulos is well watched by the Southern Republic. However, he has given personal support to Hypolite over the cycles and the Ambassador acts with a conviction that his support will be forthcoming when the time comes. This conviction is not as strong as it once was, however. The Illuminatus seems often to be gripped by indecision and rapid changes of opinion that are strange from a man who gained his reputation based on careful and consistent diplomacy. Hypolite is concerned for his old friend, but his duties make any rapprochement between the two unfeasible. Concerns for security must always come first and Hypolite has little choice but to watch as the man who guided much of his early life seems to fall into a morass of vague decisions and compromises. Little would please Hypolite more than to return to his Illuminatus' side, but his ambassadorial position in Port Arthur is too important to relinquish.

As his efforts progress, however, Preceptor Hypolite must expose himself to an increasing amount of risks. Having established a friendship with Colonel Charles Arthur III, Hypolite has gained access to increased resources for an eventual rebellion. He is also courting Northern assistance and has met with Ella Kayman, the chief CNCS diplomat in the Badlands. All these contacts have arisen suspicion, however, and Allied Southern Intelligence has placed a trusted agent in Hypolite's embassy to report on his activities. She may spell Hypolite's doom — if she can remain hidden from the HIRA agents in his service.

2.8.1 CHARACTER OVERVIEW

• Background

Hypolite was born in Gropius in TN 1875 and raised by practitioners of the, then covert, ancestor worship of Yuri Gropius. While the Hypolites never maintained that the Humanist founder was divine — as some worshippers have — they saw him as the peak of enlightenment and devoutly studied his life. This belief drove Gavin to academic excellence and he was selected for the preceptor class in TN 1891. In TN 1899, Gavin began working at the Perth Symposium, a research and education facility, where he became Salvador Anastapulos' research assistant. The two preceptors soon discovered a shared reverence for the life of Gropius and became close friends. In TN 1908, when Anastapulos became a Humanist diplomat, he took Gavin along to serve as his personal secretary. Hypolite was soon considered his protégé and acted as his closest confidant.

As Anastapulos navigated the morass of the Judas Syndrome and the storm of the War of the Alliance, Hypolite was always by his side. Gavin learned from his mentor's wisdom and quick diplomatic mind, but also became increasingly aware of the stranglehold the Southern Republic had over his people. Humanist decisions were repeatedly countermanded in the name of "regional security" and Anastapulos' opinions were always treated as those of a child by Republican leaders. When the war ended and Anastapulos was elevated to the position of Illuminatus, Gavin became convinced that his life's work must be to free his people from Republican bondage.

In the post-war period, Gavin has received the Illuminatus' support in laying the groundwork for a freedom movement. He has had to play a frustrating waiting game, however, since Anastapulos understands the very real threat of the military might of the Republic. Gavin is forced to make his preparations and wait for a critical moment.

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• Profession

In preparation for his mission, Gavin has been placed as ambassador to the Badlands city of Port Arthur. His embassy is in fact a base of operations for the resistance movement and its associated intelligence network, placed far away from the prying eyes of the Southern Republic. Preceptor Hypolite does carry out the functions of an ambassador as well, however, and has negotiated a limited trade agreement with Port Arthur, allowing for Humanist purchases of industrial quality diamonds for scientific purposes. Hypolite has also entered into a series of negotiations with Arthurian officials and developed a friendship with Colonel Charles Arthur III himself. These discussions have led to covert Arthurian support for the Humanist freedom movement. A small weapons cache has begun to be set aside for an eventual Humanist revolt, while some Arthurian agents have been assigned to train freedom fighters. Tentative discussions with Northern officials have also begun, and Hypolite has had a brief meeting with Ella Kayman, the chief Northern diplomat in the Badlands.

• Motivations

Preceptor Hypolite feels a deep love for his society. This sentiment is most purely expressed through his admiration and reverence for the Humanist founder, Yuri Gropius. Hypolite is convinced that the directives set forth by Gropius have created the ultimate human utopia, one spoiled only by the mailed fist of Republican aggression. As a result, he sees it as his duty to do all in his power to shake off that oppressive barrier to the ideal society. Hypolite is unfortunately blind to his own obsession when it comes to both Gropius and Illuminatus Anastapulos. He is so convinced that these men are the perfect examples of their times that he finds it very difficult to step outside the guidelines they have established. Yet Gropius lived hundreds of cycles ago and Anastapulos has become paralyzed by his position, so Hypolite increasingly finds himself without the guides he has come to rely upon.

• Attitudes

Gavin Hypolite is a caring and sensitive man, but can also be rightly accused of being sanctimonious. He is so convinced of the perfection of Humanist society that it is very difficult for him to fully respect those who disagree. As a diplomatic aid to Salvador Anastapulos, Hypolite learned to suppress this part of his personality, hiding it under a layer of Humanist calm and understanding in the interests of political agreement. As the cycles go on, however, a darker side to Gavin's personality is emerging. His confidence in the Humanist way of life has been seriously challenged by the ever-increasing Republican domination of his society and the uncertain leadership of his mentor, the Illuminatus, who sometimes seems quite accommodating with his Republican overlords. Unable to accept that his society may not be able to withstand these times of tension, Hypolite seeks ways to lash out. He has stepped up the arming of his movement in consequence and taken to regularly inhaling the mood-altering drug "Plaz" to calm his darkest moods.

• Current Concerns

In the political sphere, Hypolite is busy seeking Northern contacts for his freedom movement. The preceptor has come to feel that the coming war will provide an opportunity for liberty. Indeed, if a revolt can be properly timed, Southern forces may be so preoccupied with the North that they will be forced to surrender control of the Alliance. It is critical that Hypolite have solid connections in the Northern high command so that they may obtain supplies and the intelligence required to properly time a revolt. His first meeting with Ella Kayman went well, although the Northern diplomat is reluctant to promise any support.

On a personal level, Hypolite is most concerned with the condition of Salvador Anastapulos. Since his ascension to the mantle of Illuminatus, the once active and astute Anastapulos has seemed sluggish and indecisive. Support for the freedom movement has had to be cajoled out of him on several occasions, and the Illuminatus has seemed to retreat into a ritualized variation of his role, affecting quasi-religious robes and language. Anastapulos has several times confided in Gavin that he fears the end of Gropius' dream is at hand, and this despair has been the greatest blow to the preceptor's hopes.

DESERT TRADE TALKS

(Humanist Review, 18 Winter TN 1932) — Preceptor Gavin Hypolite, Alliance ambassador to the city-state of Port Arthur, completed his trade tour of the members of the New Coalition (NuCoal) today. Hypolite has visited the city-states of Temple Heights, Fort Neil and Prince Gable in search of trade agreements. Addressing the NuCoal Council of Trade in Prince Gable, Hypolite congratulated the Badlanders for "creating opportunities in these times of tension" and announced a major commercial agreement with NuCoal covering computer technology. The tour was marred only by the residual tension in NuCoal member-city Lance Point, where a violent worker revolt was put down by the MILICIA last year. Hypolite refused to comment on the issue, but avoided the city-state during his tour despite a public invitation from the local chairman, Samuel Nanga.





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2.8.2 CONNECTIONS

Building a resistance against overwhelming odds, Preceptor Gavin Hypolite must be very careful to search for allies he can trust. While desperately needing as much support as possible, he realizes that with every new contact comes the chance of infiltration by his enemies.



CNCS DEPUTY MINISTER OF TRADE ELLA KAYMAN



Preceptor Hypolite has made tentative contacts with Northern officials in the hopes of garnering support for a Humanist rebellion. Most of his early contact has come with diplomatic intelligence officers from the Norlight embassy in Port Arthur. These meetings came to the attention of Deputy Minister Kayman, who has oversight over most Northern activities in the Badlands under the auspices of the Desert Trade Commission. Kayman sees an agreement with Hypolite, probably involving weapons and supplies in exchange for intelligence on several Southern military contractors in the Humanist Alliance, as the diplomatic coup that will finally silence her critics. She has arranged a series of face to face meetings with Hypolite despite all too accurate objections from Northern diplomatic intelligence that she is greatly increasing Hypolite's chances of exposure. She has found Hypolite to be a cautious and careful negotiator, unwilling to make lofty commitments he will not be able to keep. Her hopes for a rapid diplomatic master stroke, however, have not yet been dashed.



COLONEL CHARLES ARTHUR III



As ambassador, Hypolite has had many opportunities to meet with Colonel Arthur — the founder and leader of Port Arthur. The two men, despite their radically different backgrounds, have found much common ground. Their friendship was sparked by a shared interest in the culture of Greater Samarkand, the greatest experiment in Terran utopian societal engineering. Their prolonged debates on the validity of utopian social models led to a friendship that is rare among diplomatic figures. Hypolite respects Arthur and looks to him as his most secure ally. The colonel values Hypolite's advice and hopes that his Humanist revolt can break the global polarization which threatens to crush his nascent nation. Arthur has made tentative promises of military support and covertly begun training of some of Hypolite's agents. The Colonel is well aware, however, of the power of the Allied Southern Territories. Hypolite and he are proceeding slowly and carefully to avoid giving the AST an excuse to make Port Arthur a target. The defense capabilities of the Arthurian Korps and the large number of combat-ready GRELS make an invasion unlikely, but orbital strikes are the last thing Colonel Arthur wants to deal with.



BEATRICE WINTER (A.H.A. LIEUTENANT BEATRICE VALOIS)



Preceptor Hypolite has done his best to protect his operation from infiltration, employing a cell structure for his operatives and staffing his embassy with only trusted personnel. It has not been enough. Allied Southern Intelligence — the Allied Southern Territories' intelligence agency — has placed a skilled agent in the records department of the embassy. Using a detailed cover identity, Lieutenant Valois serves as a clerk and has uncovered extensive data on Hypolite's contacts with Arthur. She has yet to uncover all the details, but knows that the Preceptor has met with at least one member of the Norlight diplomatic intelligence corps. Her handlers are kept well informed and are hoping to gain solid evidence of Illuminatus Anastapulos' involvement before eliminating Hypolite as a traitor and spy. Winter has urged quick action in her recent reports because she is unsure of the security of her cover. Her superiors either are more confident or consider her expendable.



PRECEPTOR LORELEI NANDE



A high-level cell leader in the Humanist Insight and Regulatory Authority — the Humanist Alliance's intelligence and internal security agency — Nande is one of Hypolite's most valuable allies. Using her influence, she has recruited a large number of HIRA cells to work indirectly for Hypolite's anti-Republican movement. Nande provides extensive resources for Hypolite and is largely responsible for the infrastructure of his movement. As is standard HIRA policy, Hypolite is not personally aware of most of Nande's confederates and she remains in the dark about other aspects of the movement. She does know about the ties with Port Arthur, however, and has recently overseen the infiltration of select Arthurian nationals into the Alliance for training purposes. Without Hypolite's knowledge, she has also placed counterintelligence agents in his embassy. Their reports have indicated that some security procedures are lax, but have yet to identify any enemy agents. Nande is fairly sure that she can solve the problem before any serious damage is done.



2.2.3 PLOT RESOURCES

Preceptor Hypolite is building a truly national resistance to Republican domination. His objectives mean he is involved in many projects including diplomatic maneuvering, espionage, commercial exchanges and military training. Any of these ventures can involve Player Characters as his enemies or allies. In all cases Preceptor Hypolite is careful to avoid exposure or unnecessary risks, and places his mission and his league above all other considerations — even the lives of his agents.

• As an Ally

Player Characters who are involved in activities that could be useful to Hypolite's movement may attract his attention. The preceptor will rarely make personal contact, working rather through intermediaries organized in a cell system. Only after proving that they are both useful and trustworthy would PCs meet Hypolite himself. He treats his friends justly and honors his agreements, but he will not threaten his organization for the sake of a few. As Humanist ambassador, Hypolite may make alliances with other diplomats and business people. Negotiating to reach agreement on international affairs, he will always be on the lookout for the possibility of involving his allies in his more covert struggle. This involvement usually occurs in the form of "simple additions" to trade agreements or political bargains. It will take a great deal of time before Hypolite trusts Player Characters enough to let them in on his covert agenda unless they rapidly demonstrate their commitment to his views. Those already fighting Southern influence can be rapidly integrated into the movement.



• As an Enemy

Those who threaten the position of the Humanist Alliance or his own organization are sure to attract the ire of Preceptor Hypolite. Republican spies, smugglers stealing Humanist technology, ambitious Republican businesspeople or police investigators who stumble onto a link in Hypolite's organization are all legitimate targets. Valuing secrecy, Hypolite acts quietly and with precision. In the case of a threat to his organization, his first step is to disconnect the exposed section from the movement, possibly ferreting away his agents. The threat will then be dealt with, hopefully by being diverted, by more terminal methods if no other choice exists. The HIRA agents loyal to Hypolite and his movement are usually employed in such cases. These highly trained agents are useful both to confuse and to eliminate enemies. Agents from different parts of Humanist society can be used to confuse an opponent, making an exposed information pipeline appear to be used for corporate espionage, for example. Other trained assassins can be used to make enemies disappear forever. HIRA agents have little remorse in carrying out even the most draconian orders for the good of their league.



• As a Resource

Preceptor Hypolite makes an important addition to the background of a campaign. As a contact for the Player Characters, he provides access to the world of Southern intrigue and Humanist resistance in the same breath. As a diplomat, he can provide invaluable information and assistance — but only if it serves his interests. Perhaps more interesting is placing Hypolite's organization (or part of it at least) into the campaign setting, using them when necessary to add intrigue and mystery. A seemingly innocent group of farmers may be surveillance experts, or a local bartender may get his "rumors" from very reliable HIRA sources. This cell may help or hinder the Player Characters depending on their actions, or may even simply observe them. This provides a plot element which can be brought to the fore when appropriate or necessary, without it always being the center of the campaign and distracting from the PCs own agendas. Employing several of these groups — who would seem completely unrelated to the Player Characters — can make for an interesting variation and as a prelude to recruitment. Very often these groups will even appear to work at cross purposes to test the PCs reactions and loyalties.



• As a Plot Device

The struggle for Humanist independence is of course fertile soil for adventures and campaigns. Player Characters from all walks of life can become involved as sympathizers or agents of Hypolite, Southerners trying to stop him, or any number of neutral parties who become caught in the middle. Exposure to this conflict means not only becoming involved with the situation in the Humanist Alliance, but also opening a door to the deepest corners of Southern intrigue. If Player Characters can survive and thrive when drawn into Hypolite's agenda, they may become identified as "important" and harassed by the many different Southern spy masters. Some will seek to eliminate them, but others will want to use them as a resource, creating new alliances and enmities. Northern or Arthurian agents might also become involved. Indeed, those tied to Hypolite's organization might well be identified as potential recruits against the Southern Republic. Those struggling against Hypolite could be targeted by the NGIS, while those caught in the middle will be variables that all the spy masters involved will rapidly want to eliminate. Those who refuse to choose sides will often be the enemies of all involved.

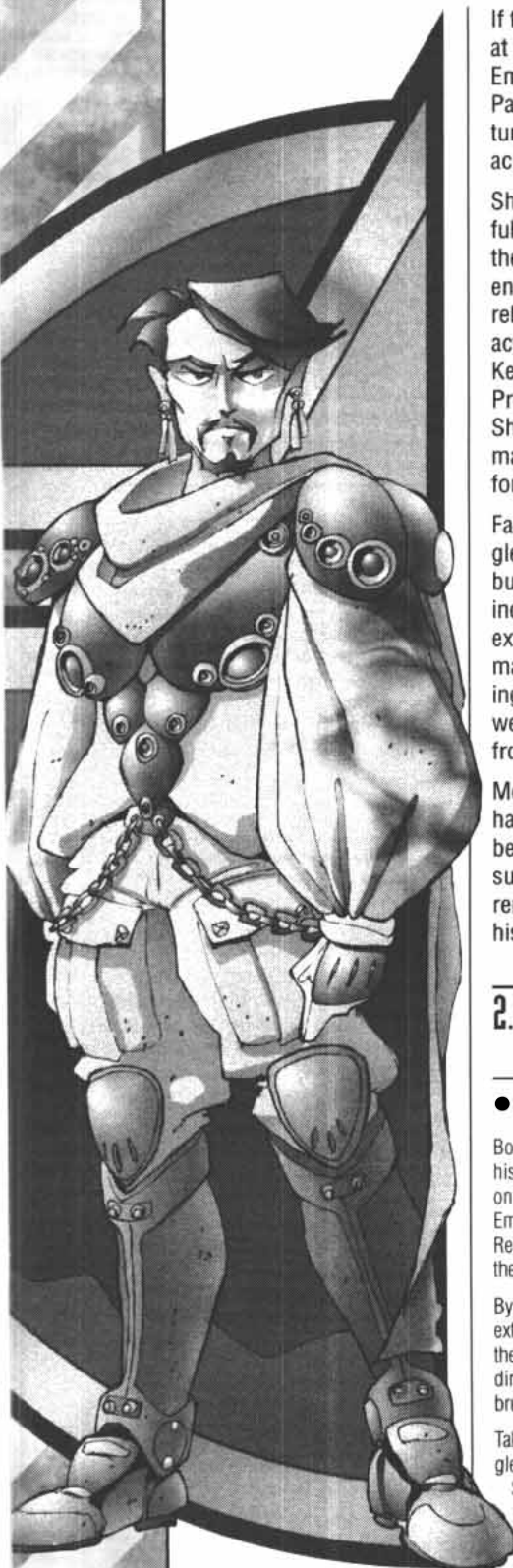




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2.9 EMIR NIGEL SHIROW



If there is history being written anywhere on Terra Nova, it is in the city-state of Basal. Here, at the heart of the Eastern Sun Emirates — the most oppressive of the planet's societies — Emir Nigel Shirow has launched a popular revolution. Taking on the power of both the corrupt Patriarch of the ESE and the mighty Allied Southern Territories, the young Shirow has captured the hearts of the downtrodden and sparked a revolutionary spirit that is spreading across Terra Nova.

Shirow's rebellion has sent shockwaves across the South, exposing some of the most powerful internal conflicts of the Allied Southern Territories. By taking advantage of such divisions, the emir has managed to keep his forces going despite the impressive superiority of their enemies. Eastern Patriarch Oliver Masao has driven his troops into a fanatical fury against the rebels who would dare challenge the Emirates' ruler. AST forces, however, have limited their activities thanks to the efforts of Republican Prime Minister deRouen and Lord Chancellor Kenichi Tanaka, who want to avoid their forces being bogged down in a civil war. AST Lord Protector Molay, however, has taken personal offense at the rebellion and is greatly hated by Shirow and most other Basalites. Known as the "Butcher of Basal," the former SRID commander once put down a popular revolt in the city by slaughtering civilians and is pushing his forces to employ these tactics once more.

Faced with such opposition, Shirow has been forced to mount a very effective guerrilla struggle. Much of the city of Basal is in ruins and partially abandoned, inhabitants darting from building to building to obtain supplies while avoiding sniper fire from Patriarchal troops. An increasing number of the city's inhabitants are forced to find shelter in the "undercity," an extensive network of shelters throughout the colonial-era sewer system of Basal, or in the many improvised bunkers which have been cobbled together from the city's sturdiest buildings. From these makeshift staging grounds, Shirow oversees the training of his soldiers and welcomes what volunteers and supplies he can obtain from the outside. He receives this help from the North and those who have come to fight for freedom.

Most parties think of Shirow as having turned his back on the Emirates' system altogether. He has not. Instead, Shirow argues for a reform of the system which hails back to the days before Southern domination of the ESE, in which the emirs would take responsibility for their subjects and allow them the freedom and resources they needed to lead fulfilling lives. Shirow remains an emir and feels strongly that his rebellion is not only for the good of his city, but of his league as a whole.

2.9.1 CHARACTER OVERVIEW

• Background

Born in TN 1898 in the lap of luxury, Nigel was the fifth child of Emir Anastasia Shirow of Basal. He grew up observing his father Reginald's struggles to retain Anastasia's fickle affections. In TN 1913, as Colonial forces began their assault on Terra Nova, Nigel was forced underground by the machinations of his elder brother Salman. Determined to become Emir, Salman arranged for the assassination of all potential rivals during the chaos of the initial Colonial assault. Reginald was killed by sniper fire as he pushed his son through a concealed palace exit. Nigel spent the war hiding in the lower class sectors of Basal and learned to appreciate the culture that surrounded him.

By TN 1917, Salman was firmly in control, having killed off his rivals and manipulated his mother. His reign was extremely bloody and cruel, with any thorn in the regime's side hung in the streets. In TN 1920, a mass uprising swept the city. For three glorious days the city was free — until the Southern fist came down. Under the orders of SRID director Jacques Molay, the Republican Army hemmed in the rebels. Incendiary rockets and flame throwers then put a brutal end to the revolt.

Taking the time to gather his allies among the people and among palace insiders, Nigel responded in TN 1923. Smuggled into the palace at night, he ended Salman's reign of terror with a quick flick of the knife. Displaying proof of Salman's "treason" to his mother, Nigel became the favored heir apparent. In TN 1931, Anastasia died of an overdose of her favorite recreational drug, and Nigel found himself legitimate Emir. Appearing before his people, he announced the independence of the Emirate, claiming no ties to the corrupt regime of the Patriarch. The crowd responded with wild cheers, the Patriarch with calls for blood.



• Profession

Shirow must play the roles of popular leader, military commander and brilliant diplomat. His charisma, the legitimacy of his claim and the brutality of his enemies have kept most Basalites behind him. Despite the fact that the city-state has become a hellhole of guerrilla warfare and terrorism, images of Shirow are pasted on many walls. He has had the good sense to listen to his tactical advisors, most particularly War of the Alliance veteran and MILICIA defector Alfonz Otahara. Otahara has led a very effective guerrilla war over the last two cycles, despite heavy losses.

Perhaps Shirow's greatest accomplishment has been his diplomatic tightrope walking. The Emir has received recognition and some supplies from the North, but is aware that too much support will only strengthen Southern resolve. Locally, he has been able to appeal to some of the more level-headed Republican politicians who have constrained the MILICIA to strike only at military targets. ESE Lord Chancellor Kenichi Tanaka has had discussions with Shirow, but Jacques Molay, now AST Lord Protector, remains an implacable enemy.

• Motivations

Nigel Shirow is motivated largely by an honest affection for Basal and Basalites. Raised in the brutality of his culture, he is determined to create a better example. In the short-term, this implies a drive to obtain the political and physical resources necessary to defend his city-state from Patriarchal and AST troops. His contacts with the North are not motivated by affection for the Arctic lifestyle or philosophy, but the reality of a polarized diplomatic climate. Shirow is still an Emir, however, and has a powerful egotistical streak. His advisors and friends — particularly his childhood confidant Victorya Hiro — try their best to subdue this aspect of his character, but he identifies his own person with his Emirate very closely. What is good for Shirow must be good for Basal. This tendency is encouraged by the use of his image as a sign of rebellion and the growth of a cult of personality.

• Attitudes

Some call Shirow a complete populist, but this is inaccurate. The Emir still believes in the social system established by the officers of the *HCS Eastern Sun*: he feels the problem is that the other Emirs have abdicated their responsibility toward their subjects. In his mind, the lives of common people are far from worthless and the Emirs have a responsibility to care for them. The free Basal envisioned by Shirow would be run as a corporate state combining certain elements of the Humanist and Republican models. Each class would be allowed to voice its concerns on national issues and would govern in certain well defined areas, while overall political control would sit in the hands of the benevolent Emir.

Shirow does have an individualistic streak and strongly believes in the doctrine of personal responsibility. To him, the Emirs and their ancestors abdicated their sacred responsibility to care for their state and train competent rulers, and have thus lost all legitimacy. Unlike them, he is usually willing to judge those he meets on their own merits rather than their class.

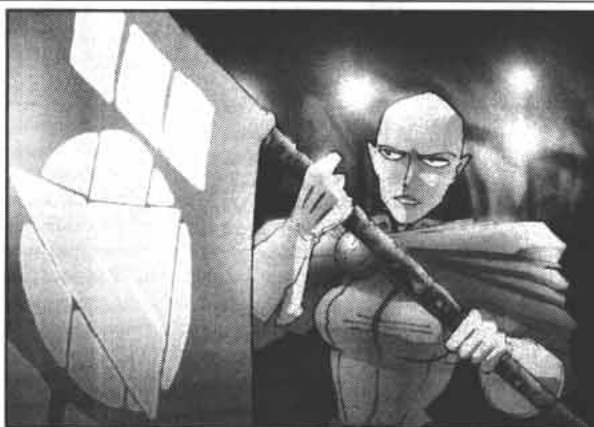
• Current Concerns

As the Basal revolt continues without hope of a military victory for the rebellion and North-South tensions reach new heights, Emir Shirow has come to realize that he is approaching a critical juncture. The Basal uprising is currently caught at the point where it is a big enough problem for the Republic that the Southern leadership will want the revolt to disappear before going to war, but small enough that the use of massive military force to crush it is still a viable option. Shirow is seeking any and all means to expand his movement at the correct rate so that the AST will reach a settlement with him rather than waste military resources.

His current objective is to lay the groundwork for expanding the revolt to other Emirates. The popular discontent is there; now it is just a matter of fanning the flames. For this task Shirow has recruited several infiltration specialists and *agents provocateurs* from the volunteers who have been flocking to Basal. The Emir is also trying to delay the full AST assault recommended by Jacques Molay by limiting Northern involvement (relying on more covert supply sources and volunteer forces) and seeking "understandings" with Molay's political rivals.

CNCS RECOGNIZES BASAL

(NorCom Newswatch, 29 Autumn TN 1931) — In a move sure to send shock waves across the globe, the Confederate Northern City-States inner council passed a unanimous motion recognizing the independence of the Eastern city-state of Basal. This support for the beleaguered rebels led by Emir Nigel Shirow comes mere days after the slaughter of 109 unarmed Basalite refugees by the forces of the Eastern Sun Emirates Patriarch, Oliver Masao. The member leagues of the CNCS are expected to pass resolutions of their own within the next 36 hours. Political analysts are unsure of the repercussions of these diplomatic moves, with theories ranging from diplomatic pressure to covert military aid. Although it seems clear that the Northern leagues is not yet prepared to go to war for Basal, that eventuality did come one step closer to realization today.





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2.9.2 CONNECTIONS

Emir Nigel Shirow's rebellion has sent shock waves across Terra Nova, gaining him allies and enemies by the thousands. While diplomatic recognition and smuggled supplies from the North are appreciated, Shirow seems to have far more enemies than friends, surrounded as he is by hostile MILICIA and Patriarchal troops.



LORD PROTECTOR JACQUES MOLAY



Emir Shirow's greatest enemy is not Patriarch Masao but Jacques Molay, Lord Protector of the AST. As the director of the SRID, Molay was responsible for the slaying of Basal rebels in TN 1920, earning him the moniker as the "Butcher of Basal." Shirow truly hates Molay and cannot honestly imagine a peace with him. Unfortunately for the Basal rebels, the feeling is altogether mutual. The existence of another rebellion on Southern soil is an affront to Molay and it is only the lack of Republican support that has prevented him from authorizing increased assaults on Basal. As it stands, Molay has arranged for SRID and MILICIA support of the Patriarchal troops that are doing most of the fighting in the beleaguered city-state. Emir Shirow has looked into the possibility of assassinating Lord Protector Molay, but the limited resources available to the Basal rebels and the extreme security which surrounds Molay's every move make such a plan unworkable. Until the "Butcher" is removed from the picture, however, there is very little chance of a peaceful end to Basal's bid for freedom.



LORD CHANCELLOR HENICHI TANAKA



When Nigel Shirow was planning his rebellion, some proposed an assassination attempt on ESE Lord Chancellor Tanaka to strike at the AST and eliminate the retired Légion Noire leader. Shirow seriously considered this proposal until meeting with Tanaka. In him he found a stern and direct man who was unwilling to tolerate the extremes of depravity for which emirs were infamous. Shirow challenged the Lord Chancellor's right to question emirate morality given his career as a black ops commander, to which Tanaka responded that he had been acting for a cause and doing what was necessary. Shirow called off the assassination and has been relieved to note a distinct absence of Tanaka's former subordinates taking part in the Basal conflict. In fact, Shirow has received leaked intelligence that Tanaka has been instrumental in restraining MILICIA forces in Basal. The source of this leak is unknown, but uncovering it is a top priority of the Emir. Shirow is well aware that such information rarely comes without a price and is unwilling to be surprised by the cost.



CAPTAIN HAANAH DEMERS



Captain Demers has the thankless job of being the main liaison between the CNCS and Emir Shirow. A 20 cycle veteran of the Northern Guard Intelligence Service, Demers arrived shortly after the outbreak of the revolt and has been reporting from Basal's concealed undercity ever since. She provides Shirow with intelligence and support whenever possible, while filing reports as complete as she can. Her relationship with the Emir is complex. In the Spring of TN 1932, she helped thwart an assassination attempt by a team of Patriarchal commandos and became close to Shirow; the emir, however, is less than confident in Northern intentions in the region. As a result Demers tends to vacillate from being his most trusted advisor to being completely alienated from his leadership. Demers' duties in Basal have made her doubt her own loyalties. She has watched again and again as her government has made speeches of support for the Basal rebellion, without providing substantial support. She has repeatedly been promised increases in supplies and intelligence resources for Shirow, but the CNCS has yet to deliver. Demers is increasingly disgusted by her superior's lack of action.



REBEYKA MENDINGER



The flow of arms and supplies to the revolutionary army of Basal comes through a variety of covert channels from across Terra Nova. Among the most important of these sources is the covered bazaar of Bangweuleu, a somewhat progressive emirate. The two local emirs turn a blind eye to these sales, which are managed by Shirow's principal envoy Rebeyka Mendinger. A former MILICIA sous-lieutenant, Mendinger resigned her commission when the revolt began and moved to Bangweuleu. From there, she arranged a covert shipment of arms to Shirow and established a bond of respect. Shirow is unaware that Mendinger was a member of the MILICIA's Special Intervention Unit and that she sees her work for the revolt as redemption for the dark crimes she participated in as an SIU agent. As the rebellion continues season after season, her will to continue is faltering and the fear that she is just contributing to a futile blood-bath is growing.



2.9.3 PLOT RESOURCES

Emir Nigel Shirow's rebellion creates many opportunities for adventures and campaigns, not only inside Basal itself but across much of the ESE and the Badlands. Indeed, the revolt requires resources and manpower that are drawn from around Terra Nova in a growing network that can be used to involve almost any type of Player Character. The political shock waves created by the revolt have also created other movements across the Antarctic, which support the struggle.

• As an Ally

Nigel Shirow has very little to offer allies substantively. He is desperate for resources and can do very little to purchase them. Nonetheless, he does offer the chance to strike back at the Southern Republic and the corrupt emirs. His connection with the North and other popular movements also provides some measure of benefit for those tied to him. But none of this can outweigh the massive opposition those attached to Nigel Shirow will face. Shirow's allies tend to be those who really want to make a difference, who believe in his movement or feel they have nothing to lose. PCs who fit this bill can find themselves involved in the rebellion fairly easily, be they volunteers in Basal itself or smugglers diverting resources to the rebellion. Those who arrive in Basal to join the rebellion will likely find many others like themselves who have abandoned everything to "fight the good fight" or who have nothing left to lose. The conditions in Basal are appalling and death lurks everywhere, but strong friendships develop quickly in such a traumatic environment. Shirow has pledged never to forget those who joined his struggle for liberation.



• As an Enemy

Emir Shirow can be surprisingly dangerous. Basalites know well that he has organized an effective guerrilla force which is holding its own against superior forces. For Southern military personnel, Shirow's forces can be a persistent and deadly foe — especially given their support among civilians. Those who operate outside of Basal may feel it is safe to pick off smugglers or sympathizers sending supplies to the city-state, but it is not. The emir has gathered a few small cadres of skilled agents from among his volunteers, who he sends into hostile territory on special operations — often to eliminate problematic pirates. The Emir is unambiguously at war and has little remorse in waging it by whatever means are at his disposal. He is fighting for the freedom and survival of his people and will use whatever tactics will get the job done. Those who think of him as a "do-gooder" who will not employ violent measures are likely not to survive their first conflict with him. It is only limited resources and his need to cultivate political allies that prevent Shirow from dealing with all his enemies. Those who are only a minor annoyance are likely to be ignored, but those who threaten the freedom of Basal are dealt with harshly.



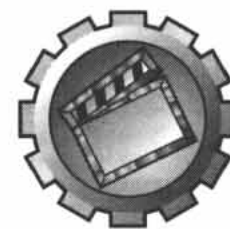
• As a Resource

Player Characters tied to Emir Shirow will surely be stuck in a whirlwind of activity. The rebellion is without a doubt the most critical event in the South's recent history and it is very difficult for those who know its leader to remain neutral. If in Basal, they will almost certainly be members of the rebellion. If not they will come under scrutiny from the Southern Republic Intelligence Directorate and other forces very quickly. The Patriarch's secret service will be especially anxious to use any friends of the Emir against him, most likely as hostages. Others may seek to make spies or bait out of the Player Characters. It is also possible to include the rebellion as a background element, without Shirow's personal appearance. Player Characters can interact with the emir's agents, perhaps sending supplies to Basal without realizing that they have become de facto rebels until it is too late. As the cycle of rebellion crawls on, more and more of the South becomes involved with Basal in one way or another. Other movements spring up in sympathy, MILICIA troops are diverted to the rebel city-state and political tensions rise. All of this can be seen by Player Characters from their own community or during travels across Terra Nova.



• As a Plot Device

The Basal rebellion is a rich storytelling opportunity. The most obvious use of Shirow and his revolt is to send Player Characters into Basal. In a campaign setting, they may be volunteers, Basal natives, MILICIA troops, Patriarchal agents or Northern envoys. Others may be sent into Basal temporarily, perhaps to smuggle in people or supplies or to recover something from the war-torn city. These types of adventures will bring Player Characters to the center of the action on Terra Nova and allow them to witness first hand — and even directly affect — the events that are changing their world. Those caught up in the nationalistic rhetoric of the North-South conflict may be surprised to see that internal strife seems more pressing than external threats. The rebellion's effects outside the city-state proper can also be used to spark adventures. The emirs of most other Eastern city-states do their best to suppress popular pro-Basal movements and groups. Rebel sympathizers can also be found in other areas of the Allied Southern Territories, all trying to help Shirow's cause. Player Characters can join these groups or struggle against them, depending on their political allegiances and personal feelings.





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2.10 PAXTON HEO MILANI DUBEAU-SLOVENSKI



The "Black Queen" of Paxton Arms, Head Executive Officer Milani DuBeau-Slovenski lives in the shadows of the great weapons conglomerate. Responsible for tracking down and eliminating threats to the company, she forms the perfect counterpoint to the friendly leadership of President and CEO Gerald Simosa. Content with her public image, Milani has the conglomerate firmly in hand and is more than happy to use Simosa as a smoke screen.

As the forces and diplomats of the Confederated Northern City-States and the Allies Southern Territories spread out across the Badlands in preparation for the war they sense coming, DuBeau-Slovenski is faced with the duties of readying Paxton Arms for the storm to come. The conglomerate's policy of selling arms to whoever is willing to buy while still guaranteeing the safety and independence of the Badlands — which has had renewed force since the War of the Alliance — is one of the biggest problems facing the HEO. The so-called Paxton Protectorate may well prove unworkable in a time of war and Milani is redirecting the interest of the conglomerate toward protecting Peace River alone.

This change of policy could well cause a rupture between Milani and President Gerald Simosa, who has staked much of his reputation on the strengthening of the Paxton Protectorate. Although Milani is confident in her ability to eliminate Simosa if strictly necessary, he is not a simple pawn. An astute corporate leader, he has forged a beneficial cooperative relationship with Milani and she has serious doubts that such a relationship could be rebuilt with another. Fidel Jacobi, the Paxton executive most likely to replace Simosa if the time comes, would surely be a more difficult resource to manage. He would either completely reject Milani, leading her into a fight for control, or would be completely manipulated, forcing her to manage much more of the corporation than necessary. Fidel Jacobi sees Milani as nothing but a hireling and will have to be taught the facts of corporate life when the time comes. All in all, the prospect of reworking the corporate power structure once more is not appealing to Milani and she hopes that an arrangement will be possible with Simosa in the long run.

Inside the massive corporate city-state of Peace River itself, Milani as other pressing problems. An undercurrent of worker activism has long been part of the Paxton landscape (fueled by sometimes appalling work conditions) and recent cycles have seen an upswing in the most radical movements. The worker revolt in the Badlands city-state of Lance Point in TN 1931 (see **Into the Badlands**, pp. 36 and 56) was quickly crushed by the Southern MILICIA, but has inspired outburst of fringe labor movements across the Badlands, including in Peace River. Most recently, a violent cell of the Badlands Revolutionary Front (inspired by the Lance Point rebels) has begun plaguing Milani's efforts to maintain order.

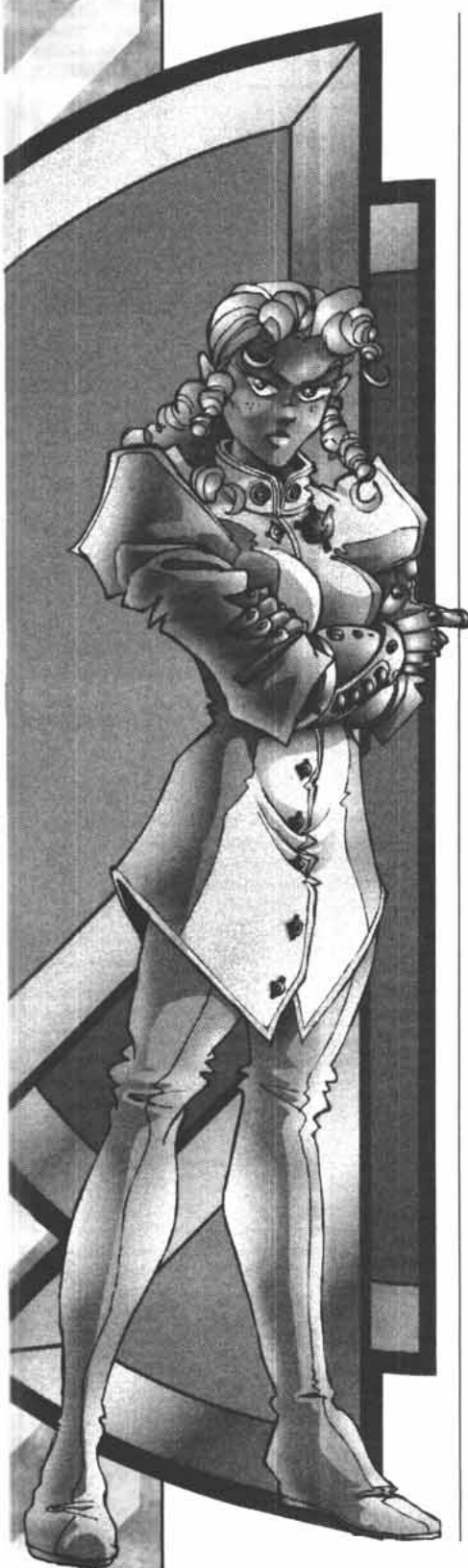
2.10.1 CHARACTER OVERVIEW

• Background

Milani learned that she was alone at an early age. Her mother died during childbirth in TN 1889 and her father and brothers all held her responsible the death. Raised amidst anger and resentment, she left her manager-caste family behind as soon as she could. After spending her youth in various boarding schools where she was constantly getting into trouble, she entered the Peace River Business Academy with her eyes set on climbing the Paxton corporate ladder.

At the academy, Milani discovered that she could use her looks and the infantile fantasies of male students as a weapon. Playing the innocent and smiling just so, she realized, was a rapid way to get what she wanted. Her studies featured a string of academic successes and convenient paramours. The cutthroat world of corporate affairs suited her personality perfectly, and she graduated into the executive caste and a position of influence in Paxton Arms.

As an executive, Milani became increasingly frustrated with what she perceived to be a lack of direction in the conglomerate. Instead of taking advantage of the aftermath of the War of the Alliance to drive a wedge into the Heavy Gear market, Paxton seemed to be trying to become the political leader of the Badlands and simply secure its already established markets. The lack of ambition and vision was profoundly frustrating to Milani. It became clear that no one was able to make the hard decisions necessary, and she began her rise in earnest. Advancing on her own merits when possible, but often having to act through dotting senior executives, Milani's career soared. She had few compunctions about ruining those who got in her way and soon found herself one of the most influential women in the conglomerate.





• Profession

Milani came to the attention of President Gerald Simosa in the late TN 1920s, when she was serving as the "executive assistant" to board-member Laxton Newell. Simosa saw an impressive increase in Newell's efficiency and power on the board and traced it back to Milani. Becoming convinced he needed her on his team, he offered her the position of Paxton Head Executive Officer in TN 1930.

As HEO, Milani is technically Simosa's troubleshooter. She identifies and eliminates potential problems for the conglomerate and its president, employing a very well trained and efficient special operations department under her direct command. The cold and clean disappearance of corporate enemies has earned her the moniker of "head execution officer."

Behind closed doors, Milani is far more than Gerald Simosa's assistant, however. She has become his chief advisor and in many ways is more directly responsible for the shaping of Paxton policy than he is. She is well aware that Simosa makes a better figurehead for Paxton than she does and is satisfied to wield her influence through him for the time being.

• Motivations

Paxton insiders are evenly divided as to whether Milani is motivated by pure ambition or a cold loyalty to the conglomerate. Childhood companions and some close observers feel that Milani is simply angry at the world for having cut her off from any and all affection as a child. Convinced that all love or friendship is in some way tainted by manipulation and self-interest, Milani has climbed the corporate ladder in quest of the ultimate revenge. These observations only touch on elements of truth.

At the center of Milani is an absolute refusal to allow herself to be controlled by others. This has blended with her anger and resentment at the world around her to send her on a climb up the corporate ladder. She realized quickly that in Paxton, the only position of freedom is at the top.

• Attitudes

Milani has raised a powerful shield of anger and ambition about herself that prevents her from seeing those around her as more than resources or obstacles to her objectives. Only rarely does she let her guard down, usually in quiet moments in her quarters. The more cycles she spends at the heart of Paxton, the less respect she has for the executives that direct it. Indeed, only those with the courage to try to change the system have ever garnered her respect. Although she rarely admits it, she too is determined to make Paxton a better corporation by disposing of the stale executives at its head. Helena Hitashi, a former worker-caste radical and currently the Peace River Administrator, is the official Milani respects the most because she has never been afraid to take on the establishment and has had the skill to succeed. The two women shared a romantic liaison in the Summer of TN 1932, but their relationship staled in the long term because of Milani's inability to admit her own feelings.

• Current Concerns

Milani is currently focusing on preparing Paxton for the war she knows is coming. Internally, she is most concerned with tightening the corporate ship, making sure that internal problems do not overwhelm the conglomerate. Milani feels that she has a fairly tight hold on the executive infighting which has paralyzed Paxton in the past; the fear she has instilled in the halls of power serves her well. Her gravest concern is a rising tide of worker resentment in Peace River and across the Badlands. The TN 1931 revolt of workers in the Westridge community of Lance Point has acted as a trigger for labor activism across the equatorial band, including Peace River. The Badlands Revolutionary Force — a paramilitary band of renegade Lance Point workers — has recently been emulated in Peace River, becoming a banner under which many radicals have joined together. Milani realizes that she must quickly deal with these revolutionaries or a divided Paxton will provide a tempting target for one polar power or the other in the coming conflict. She has suggested to President Simosa that additional worker reforms might be in order and is trying to isolate the most radical elements — which can then be safely eliminated.

SCANDAL REVEALED

(Peace River Investigator, 18 Winter TN 1930) — Scandal rocked the upper echelons of the executive caste yesterday when Senior Vice-President Emas Longview was suddenly relieved of his post and charged with over 600 counts of embezzlement. Longview and three members of his staff are scheduled to appear before the Executive Board of Review this evening to try and answer the charges laid down by Head Executive Officer Milani DuBeau-Slovenski. Eta Mathers, press secretary to DuBeau-Slovenski's office, revealed that Longview is accused of funneling funds from the public relations division to his own bank accounts in Westphalia and Prince Gable. The total funds diverted have yet to be ascertained, but may well top 30 million dollars, said Mathers. She refused to answer any question regarding the details of the investigation or the agents involved, although inside sources claim DuBeau-Slovenski herself was present for Longview's arrest.





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2.10.2 CONNECTIONS

As the dreaded "Black Queen" of the Paxton Arms executive caste, Milani DuBeau-Slovenski has come into contact with all the top directors of the conglomerate and dealt with many more of its employees. Few and far between are those she confides in or considers her friends.



PEACE RIVER ADMINISTRATOR HELENA HITASHI



Helena is one of the few people Milani has let into her private life. The two women met in the late TN 1920s and Helena quite simply asked Milani out on a date. Unaccustomed to being approached by someone she had not intentionally reeled in, Milani refused and became somewhat distant until TN 1932. The two were at a private party hosted by President Simosa when Helena kissed Milani. Flustered and surprised by her own feelings, Milani ended up going home with her. The two women spent the Summer of TN 1932 together, but Milani balked when Helena suggested living together. Helena was profoundly hurt by Milani's sudden rejection, but has noticed that Milani has yet to remove the locket she gave her. Despite Helena's attempts to discuss matters, their relationship is now extremely cold and professional. Helena has decided to put the Summer of TN 1932 behind her and get on with her life and has started dating again. She is unsure whether she is doing so to honestly move on, or in an attempt to elicit some reaction from Milani.



PAXTON PRESIDENT GERALD SIMOSA



Most Paxton employees believe Milani to be a powerful executive, but who responds mostly to the Simosa's directives. Others closer to the center of power judge that the chain of command is reversed and that Milani is the real boss. The truth lies somewhere in the middle. Milani had planned to use Simosa as she had Laxton Newell, but discovered that the president actually did have a mind of his own. Simosa recognized Milani's drive and skill and quickly proposed a sort of partnership in which he would act as the public face of the company but their decisions would be taken together. This arrangement has worked relatively well, but as Terra Nova inches toward war, their relationship has become more and more strained. Indeed, Simosa seems unwilling to make the hard decisions that will be needed if Paxton is to survive and thrive in the conflict to come. Increasingly, Milani is having to exert her influence to prepare the corporation and she wonders whether Simosa will become an obstacle. She hopes an arrangement can be made, before a more final solution becomes necessary.



SUNDRA GABRIEL



Among the most serious thorns currently in Milani's side is Sundra Gabriel, a worker radical who has begun building a cell of the Badlands Revolutionary Front in Peace River. As far as Milani can determine, Gabriel has only occasional links with the original BRF as established after the Lance Point revolt (see *Into the Badlands*, p. 56). Rather, she leads an independent cell inspired by the core Front. Worker movements come and go in Peace River and Milani was not seriously concerned until her agents uncovered a large shipment of plastic explosives destined for known associates of Gabriel. The BRF leader promptly disappeared into the Badlands and Milani has become very concerned about the actual extent of the Front's pipeline into Peace River and whether she is cooperating with the Springer's Trail, another radical worker's movement (see *5.2 The Springer's Trail*, p. 136). The most recent rumors place Gabriel back in Peace River living in hiding in the worker-caste neighborhoods. Milani's agents are hunting for her, but have little influence in these areas.



NICOSA RENAULT



Milani's most valuable — and most enigmatic — contact is the legendary Badlands spy Nicosa Renault. Renault was supposedly killed during the Battle of Baja, but has appeared occasionally ever since to provide information to key players on Terra Nova. When Milani became Paxton's HEO she began receiving encrypted messages from Renault, informing her of the activities of polar agents in Peace River. This intelligence has always proved accurate and useful, but Milani has never been able to confirm its source. She has the distinct impression that Renault is providing information to others in the Badlands to advance some unknown agenda. Milani also has serious doubts that her benefactor is actually Nicosa Renault, rather than someone else using the famous Judas Syndrome spy's identity as a cover. Renault's game seems to favor a strong Paxton Arms for the time being, but Milani has little confidence that such will always be the case. DuBeau-Slovenski has invested significant resources into uncovering Nicosa Renault's whereabouts, thus far without any significant success.



2.10.3 PLOT RESOURCES

Milani DuBeau-Slovenski's hand can be felt across the Badlands and into the polar regions of Terra Nova. Anywhere where Paxton Arms has made a sale (and few places do not qualify), its "Black Queen" has some sway. Player Characters can be drawn into her sphere of influence with ease, bringing to the fore the corporate powerhouse that hides behind the frontier atmosphere of the Badlands.

• As an Ally

Save for some very rare exceptions, Milani is determined never to become dependent on any other person. As such, her allies tend to be temporary and professional in nature. Player Characters who can be of use to her stand a good chance of being recruited either professionally or privately, but few will ever get close to the "Black Queen" herself. Those who can provide her with information on her opponents and the executives of Paxton are particularly valued. Milani has very extensive resources at her disposal and faithful allies are well rewarded. She believes that, like all resources, allies can be sacrificed in order to achieve greater goals. Player Characters tied to Milani must always be careful not to be "traded in" for a different resource. Despite that unpleasant possibility, those tied to Milani are not treated completely like objects. Those who respond to her manipulative ways will never gain her respect, but those who have the courage to stand up to her (and are proven correct for doing so) will merit more equal treatment. Milani tends to slowly slip back into cold manipulation after a while, however, so her allies often must repeatedly prove their worth. Those who accept this character flaw have learned to deal with it, but the HEO has alienated several allies in this manner.



• As an Enemy

Milani is a dangerous enemy indeed. Those who threaten the interests of Paxton Arms can easily become her targets. Player Characters need not be industrial spies to earn her attention, but they do need to present a real threat to the conglomerate. Milani has a reputation for using assassinations very liberally, but she prefers to make beneficial use of her opponents. Those who only harass Paxton, such as rovers raiding their shipments, are just as likely to be recruited than obliterated. The few who are real dangers, however — be they corporate spies or radical assassins — can expect a lethal response. Milani can call upon a wide variety of resources, most feared of which is her own "special operations" division of corporate security. Dreaded throughout Peace River, these agents of the "Black Queen" often operate without remorse or mercy. If Milani can not make use of her opponents (by turning them against each other, for example), she will use these loyal and deadly special agents to eradicate her problems. The upper echelons of Paxton Arms are quite aware of Milani's power and usually give her a wide berth.



• As a Resource

Any campaign set in Peace River can benefit from Milani's presence. The ultimate corporate bogeyman, her appearance can serve as an excellent tool to motivate Player Characters into action or to put the fear of God into them. As a contact or employer, Milani gives any Paxton employee a potent resource that could lead to an amazing rise in career prospects. Indeed, one good word from her can find PCs hobnobbing with Gerald Simosa, traveling across the globe as Paxton representatives, or elevated to the high-ranks of the executive caste. She is, however, a double-edged sword. One wrong move can find an ambitious PC executive supervising long term shipping through the Eastern Desert. Milani's enemies will be very interested in such disgruntled PCs. Those who resist the temptation to strike back at Milani may find their way back into her good graces, ready to start the whole process of corporate ladder-climbing over again. Worker-caste Player Characters will likely see DuBeau-Slovenski only as a representation of the will of the conglomerate. She would serve as the ultimate bogeyman and symbol of oppression. Sundra Gabriel might well take advantage of these feelings.



• As a Plot Device

Milani's agenda to prepare the conglomerate for the coming war can easily involve Player Characters, creating adventures or campaigns. To ensure a tight ship, she is pushing for a reduction in the scope of the Paxton Protectorate that extends corporate military protection over a large part of the Badlands. Members of the Peace River Defense Force, inhabitants of the affected communities, the rovers who prey on them and the polar agents looking to prepare the war would all be greatly affected by a PRDF withdrawal. In Peace River anyone can become caught in Milani's search for dangers to the conglomerate or the political maneuvering on the board of directors. Player Characters may be falsely accused or forced to choose sides between Milani and her corporate rivals. The HEO's relationship with Helena Hitashi and her struggles to reign in the executives of Paxton Arms can also create adventures and subplots tied to character relationships rather than corporate action. Player Characters who work for Milani, might be approached by Hitashi as go-betweens. Those who are part of the executive caste might find their careers soaring or crashing thanks to Milani's attentions. Gerald Simosa's reluctance to act as Milani sees fit can also involve the PCs if they are somehow tied to him.





2.11 COLONEL PROUST



When the Colonial Expeditionary Force withdrew from Terra Nova in TN 1917, it left behind an army of supersoldiers. Abandoned and discarded like so many spent shells, many GRELS raged against their human masters. None have done so quite as effectively as Colonel Proust. The Jan-class GREL has built an army in the Badlands and now possesses fissionable material stolen from the Southern Republic. Few are aware of him, but his presence is sure to be felt in the cycles to come.

Proust's first attempt to build a force to reckon with ended only a season ago in a hail of orbital artillery after his hidden base was uncovered by a team of the Southern MILICIA's Special Intervention Unit (SIU). This was but a setback to the GREL leader, however, who has fled into the Badlands with the uranium stolen from the South. Now hidden away from polar attention, who believe him dead along the rest of his group, he has begun rebuilding his forces among the secrecy of the desert sand.

Thus far, Colonel Proust has rebuilt his strengths by taking over a variety of small rover gangs and mercenary units. His tactical genius and charismatic leadership have won him the hearts of some of his men, and the success he has brought these units has assured the loyalty of other followers. As his position becomes more secure, Proust is looking to go to the next step in his plans of conquest. To guarantee himself a place to build from, Proust is considering a play for power in a small principality in the Western Desert. If he can take over without attracting attention from the South, Proust may be in a good position to profit from the increased tension between North and South. Proust's second goal is to extend his influence over the GRELS of Terra Nova, first by recruiting several into his army and eventually by establishing himself as their leader.

The small cache of fissionable materials Proust was able to steal from the Southern Republic remain his ace up his sleeve. Until they can be processed and turned into weapons — be it thermonuclear weaponry or simply additive for use in the radioactive poisoning of a food, water or air supply — the material remain only a psychological weapon. They also mean that the Southern Republic is very concerned to recover what was lost and to eliminate Proust, so he must keep his survival a secret for the time being. Facilities for processing fissionables are a rarity in the Badlands, but they could well be built with the right resources and skills. The need to obtain these two elements reinforces both of Proust's short term goals since he will need a safe location to build such processing facilities and must recruit skilled technicians (such as Isaac-class GRELS) to his cause.

2.11.1 CHARACTER OVERVIEW

• Background

Soldier Proust came into being in the Colonial cloning vats of Caprice in A.D. 6119 (TN 1915). A Jan-class Genetically Recombined Experimental Legionnaire (GREL), Proust went through the standard hypno-training, absorbing tactics, leadership skills and fighting abilities; later on, he would also be trained in the operation of the Terranovan Heavy Gear he faced on the battlefield. He was transported to Terra Nova and was part of the fateful drop onto the Badlands spaceport of Baja.

The Colonial troops were unable to break out of Baja as the Terranovan defenders mounted a desperate counter-offensive. Proust saw thousands of his fellow supersoldiers cut down in a bloody battle that lasted for several weeks. Human commanders failed to use resources correctly, sending GRELS to die in useless assaults. In the closing days of the battle, Proust and his closest lieutenants slipped out of the city. Proust watched from the shadows as the Colonial forces were repelled, abandoning tens of thousands of GRELS in the Badlands.

Humans were incapable of getting the job done. Proust and his followers spent the next cycles in the Badlands, gathering their forces. They took control of several rover gangs and small mercenary units, building a small army of conquest. Proust continued to maintain contact with other GRELS. In TN 1932, he obtained information on the MacAllen Cave Network along the fringe of the Southern Republic and set up a hidden staging area underground. He was then able to steal significant quantities of Southern uranium before his forces were uncovered. In the orbital bombing which followed, Proust was forced to flee into the Badlands, falling back into the hiding places he had previously established.



TERRANOVANS OF INFLUENCE



• Profession

Soldier Proust, after he began building his army of conquest, took the rank of Colonel. Dedicated to his own superiority, Proust seeks to guide his forces to the ultimate conquest of Terra Nova. As far as he is concerned, the debacle of the War of the Alliance is proof positive that humans are unfit to rule. Proust is an ambitious and daring commander. Programmed with small-unit tactics in mind, Proust occasionally has difficulty coordinating large numbers of less disciplined troops, but is brilliant on the battlefield.

The human troops who follow him — mostly because of his power and promises of wealth — are never allowed to forget that they are inferior. As such, treason is a constant threat and Proust punishes those who lack discipline very severely. Those who follow Proust do so because they sense that he is going somewhere, that they would rather fight for him than against him. GRELS are treated with respect as long as they fulfill their tasks. Proust's army currently includes approximately 250 men, but is growing all the time.

• Motivations

Like many Jan-class GRELS, Proust's programming drives him to lead at all times. He is not satisfied unless he is driving his followers toward an objective, each loftier than the last. In Proust's case this drive to lead also manifests itself as severe megalomania. He is absolutely positive that no other person — human or GREL — is better suited to command than he is. His goals are the only ones that matter and no task is too challenging for him. After all, he was *made* to command.

A current of resentment toward those who created him also runs through Proust. Humans made him into a disposable weapon, to be used and forgotten. His kind was stripped of the ability to reproduce, making them a finite offshoot of the inferior mainstream of humanity. For this supreme stupidity, the gall to make his kind an evolutionary dead end, Proust is determined that humans must pay, and pay dearly.

• Attitudes

Proust's main enemy is his own megalomania. His conviction that he is invincible sometimes overrides his tactical judgment, causing him to take unwise risks. Looking back, he realizes he should have withdrawn from the border region of the Southern Republic as soon as MILICIA agents started snooping around, rather than try to capture them. This overconfidence cost him his base and his lover. During the orbital bombing on the MacAllen base, Soldier Ganes, the Morgana-class GREL who had long been Proust's companion, was buried in the initial strike. Ganes had been Proust's anchor in many ways, and her disappearance from his life has been a serious blow to his ego. Proust is now subject to manic-depressive mood swings. He commonly falls into dark depressions from which he can only escape by undertaking a new plan of conquest. That Soldier Roskiman — the only other GREL survivor from his original unit — is considering parting ways with the Colonel also weighs heavily on his mind.

• Current Concerns

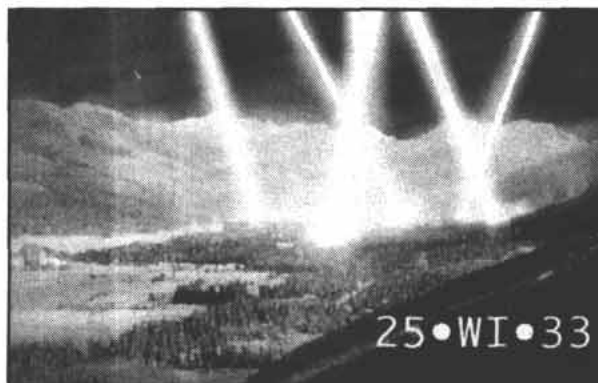
When the orbital bombing of his MacAllen network base began, Proust was able to escape through the underground caves with a small number of his troops and some of the uranium stolen from the Southern Republic. His concerns since that time have been to rebuild his army and renew his bid for conquest. Proust realizes that he cannot afford to again strike directly at a major power such as the Southern Republic, needing instead to build his forces more incrementally. Fortunately, the Badlands are full of small principalities that make inviting targets.

In the season since his defeat, he has returned to the equatorial desert and renewed the process of absorbing various rover gangs and other ne'er-do-wells. So far his army has been building its strength by raiding trade caravans and small communities, but Proust hopes to return to the warpath before long.

Proust continues to build more and more contacts in the GREL communities of Jan Mayen and Port Arthur and is attracting a serious following. Proust benefits especially from the longing for combat felt by Maxwell (gunner), Minerva (driver/pilot), Mordred (shocktrooper) and Morgana (commando) class GRELS. He has recruited twenty GRELS into his army.

ORBITAL STRIKE

(Fort William Military Review, 25 Winter TN 1933) — Members of the Western Frontier Protectorate Army's space observation corps reported evidence of an orbital bombardment near the Southern Republican border in the late evening of 23 Winter. Independent sources confirm a strike in the Ogadog Hills in the foothills of the Saragossa Range, near the border towns of Tijuana and Abebba. WFPA officials refused to comment, but other sources reported damage consistent with Gabriel-class kinetic kill projectiles. Although no confirmation of the origin of the strike has been released, the lack of full-alert responses from local military installations makes the Southern Republic the most likely source. Many observers support the theory of an unscheduled weapons test.





TERRANOVANS OF INFLUENCE

02

2.11.2 CONNECTIONS

Colonel Proust has spent cycles preparing his bid for conquest, collecting an assortment of allies and potential targets. Proust's superiority complex keeps all these relationships on a strictly impersonal level, however. Only other GRELS would make worthwhile companions to Proust, and even they are seen as resources to be used as necessary.



GENERAL HERNANDO DAPEZ



Colonel Proust, after the debacle on the Southern border, has moved North and is currently gathering forces in the Western Desert. Most notably, he has recruited mercenaries from the small armed forces of the Republican Liberation Movement — the shared militia of Briktamone, Elevation, Griseburg and Aspenpic, four towns on the edge of the Great White Desert — attracting the attention of RLM commander General Hernando Dapez. The general has organized several expeditions to uncover the “rovers” who have depleted his forces, but has yet to uncover Proust's encampment. Unfortunately for Dapez, Proust has discovered that the general's advisor Lucius Ildesta is more than willing to enter into an arrangement with him, and RLM territories are seeming more and more attractive to the GREL. Indeed, by establishing an independent power base in the Badlands, Proust could begin anew his plan of global conquest without attracting undue attention from the polar forces before he is ready to act. From this principality he could later move into the Westridge area.



SOLDIER ROSKIMAN



When Colonel Proust's base of operations near the Southern border was discovered and leveled by orbital artillery, his forces were scattered. Of his GREL unit, only Roskiman — part of a series of Minerva-class pilots born male due to a genetic recombining error — escaped with him to the Badlands. Ever since the defeat, Roskiman has been less and less enthusiastic about Proust's agenda and has spoken many times of leaving the military life behind. Taking advantage of his unique appearance (as a male Minerva) he has spent time in the homesteader villages under RLM protection and has made several human friends, including a desert guide named Zaya. Proust is aware of this “treasonous” relationship and is preparing to deal with Roskiman and his human “pet.” That the last of his original squadron would so debase himself as to befriend humans disgusts Proust, who has convinced himself that the genetic recombining error that spawned Roskiman made him into a degenerate as well. Only unacknowledged sentimentalism has thus far protected Roskiman from Proust's wrath.



NATAN KEYLER



While most of the human troops who follow Proust are rovers who do so simply because of his leadership skills and access to armaments, there are a growing number of soldiers who are actually loyal. Natan Keyler is one such man. A rover leader, Keyler has recognized that Proust is marching his forces toward a great destiny. He also sees the colonel as an inspired and brilliant leader, impressed by his tactical skill and physical prowess. Keyler helped Proust regroup his forces after the destruction of the MacAllen base and has been largely responsible for identifying rover gangs for recruitment. Keyler considers himself Proust's second-in-command, failing to understand that the colonel is only awaiting the arrival of more Jan-class GRELS to fill his command structure. There are parts of Proust's reborn army, however, that are more loyal to Keyler than to the GREL. Some of these troops realize that Keyler is fooling himself and are preparing themselves for the day when a settling of accounts will be necessary by building a personal store of weapons and equipment.



SOLDIER GAWAIN



One of Colonel Proust's principal allies in Port Arthur, Soldier Gawain (an Isaac-class technician) manages a maintenance hangar for the Arthurian Korps and is responsible for diverting weaponry to the colonel. These supplies have helped Proust's forces absorb several rover gangs from the Western Desert. Arthurian officials are currently investigating the loss of their equipment, but Proust's support in the GREL quarters of Port Arthur make information gathering difficult. Gawain is also Proust's major contact with Soldier Sebastopol, another Jan-class revolutionary who operates out of Port Arthur itself. Sebastopol wishes to overthrow Colonel Arthur and take control of the city-state itself, an ambitious plan which just might displace Proust as the leading GREL freedom-fighter. Gawain is attempting to forge an alliance between the two Jans. Such an alliance would form a powerful GREL fighting force. Gawain is well aware, however, that finding a way to have Proust and Sebastopol cooperate is a very difficult task indeed, considering their insistence on leading their own forces.



2.11.3 PLOT RESOURCES

Colonel Proust's plans of global conquest and his tendency to act in well-planned and daring strikes — such as obtaining fissionable material from the Southern Republic — make him an interesting and dynamic addition to most campaigns. His dislike of political maneuvering and preference for military action also makes him very likely to interact with Player Characters who serve in the trenches. He is a dangerous man, however, and PCs in contact with him may well pay a heavy price.

• As an Ally

Colonel Proust, a megalomaniacal supersoldier, may seem like an unlikely ally. Indeed, his ultimate goal is conquest of Terra Nova and he sees all humans — including Player Characters — as inherently inferior. Not all relations with the colonel need be antagonistic, however. He is always in need of human resources to strengthen his army and is not above aiding those whose help he is seeking. If the Player Characters have a skill or resource that Proust needs, and they do not antagonize him, there is no reason an alliance could not be struck. These connections will usually be very distant and limited, however, as the colonel avoids making himself dependent on mere humans. Proust's human entourage, on the other hand, can be quite friendly and open. Their motivations for dealing with Proust are likely to be the same as the Player Characters' own, including a combination of mercenary desire for payment and a recognition that Proust is going places. As the GREL's army grows and he recruits more and more supersoldiers to his cause, these human friendships may come to be seen as a threat and a conflict within the army could occur, with the Player Characters caught at the center.



• As an Enemy

Colonel Proust is most easily used as an antagonist. Player Characters defending the interests of their community, their league or even their planet can easily be faced with the GREL and his army of conquest. A skilled and ruthless tactician, Proust will do his best to control every battle. He is less skilled in the political sphere, however, and has a tendency to underestimate humans, most especially non-military personnel. Facing Proust as an opponent will force Player Characters to use non-traditional tactics, avoiding the simple combat where they will be outclassed, to face the supersoldier with an ingenious and creative defense. Attacking the GREL through his human allies is perhaps the best strategy because Proust tends to expect loyalty as a matter of course. Using espionage and intrigue can be successful both for the same reasons and because Proust tends to look only to the battlefield to achieve his goals. Of course these cannot be called upon quickly on the battlefield, so Player Characters who wish to fight Proust will need to take their time against him. In shorter encounters, trying to avoid combat is likely the best route.



• As a Resource

Proust's presence in a campaign's backdrop adds a sense of urgency to events. The mystique of GRELS created by the hard battles of the War of the Alliance has not died and Terranovans facing a vat-grown supersoldier are sure to take the threat seriously. In times of conflict between North and South, the GREL stands a symbol of the greater threat which lurks just beyond the planet's Tannhauser gates. He reminds Player Characters that just because the War of the Alliance was won, the Earth has not necessarily given up its desire to rule Terra Nova. Proust can also serve as a very interesting and dangerous contact. The colonel's entourage is especially appropriate to act as acquaintances for Player Characters, as they are less limited by concepts of GREL superiority and will be willing to hire and trade with "lowly humans." These contacts can later be used to slowly bring the Player Characters into Proust's struggle. The GREL himself (and other supersoldiers encountered) should be treated as a strange alien. Although GRELS have human emotions, they do not behave like natural Homo Sapiens. They move, talk and think differently, and this should create a barrier of unease between them and the Player Characters.



• As a Plot Device

Proust's struggle can easily create many adventures and campaigns. The GREL's army is currently busy rebuilding its power base in the Badlands and this struggle can involve Player Characters. Rovers may be recruited by the colonel, leading to a series of raids and conflict far beyond their normal experience; homestead marshals may find themselves suddenly defending themselves against a well organized military force or being driven underground. The major powers are all concerned to one extent or another about Proust. The Southern Republic is well aware of what the GREL was doing along their border and would be anxious to eliminate the threat he poses. The North knows far less about Proust, but Southern involvement is likely to attract their attention. Player Characters working for the South would likely be sent to investigate Proust — with an eye as to whether he escaped with any fissionable materials — and later to eliminate him if he poses a threat. Northern agents would be looking to find out exactly why the South is interested and to possibly recruit him as an ally to use against Southern forces or interests. Conflicts between these agents can generate further adventures.





RELIABLE SOURCES



"Douglas, we're being played for fools." Vladamir looked a bit out of place on the terrace of the conservative Chimera Cafe. "I doubt that this guy is going to know anything about Stark."

"I know you think this is a waste of time, Vlad." Douglas wasn't upset, but hoped Vlad would listen this time. "I still think that we should give it a try. As I've said before, the most unlikely clue will be found in the most unlikely spot," he said with a grin as Vladamir groaned at his friend's cliché. "Anyway, there he is."

Douglas rose from his seat to walk over to the elderly man who had just come out onto the terrace. "Mr. Roszkowski, it's a pleasure to meet you. I appreciate your taking the time to speak with me." He pulled out a chair for his guest.

"Please, call me Joe," he said with a smile. "I feel old enough as it is without everyone calling me Mister." Sitting down, he glanced around the cafe briefly before speaking again. When he did, he got straight to the point. "So what's this you wanting to know about Winston Stark?"

Douglas seemed caught off guard for a second before he replied. "Well, quite frankly, I'm doing a story on Justice Stark and I was wondering if you could tell me anything about him. I understand you went to school with him at the Valeria Legal Academy, and I was hoping that you could shed some light on his student days." As Douglas talked, Vladamir subtly watched the streets, his eyes constantly searching for trouble.

"Well, I don't know exactly what you mean, but I can tell you this much. Winston was very active in school life," he began, "If I remember correctly, he was even part of a group of students..."

"Pardon me sir," interrupted Vladamir. "Douglas, I think we might want to take this conversation somewhere a little more discreet," he whispered, looking around the cafe at the other clients nearby.

Douglas looked around, realizing that there were too many people within earshot. Paranoid or not, Douglas had learned that when investigating someone influential, it was a good idea to have conversations about them in private; unless a reporter was careful, confidential sources had a tendency to disappear. "I think you might be right," he whispered. "Mr. Rosz...ah Joe, if it's all right with you, I'd like to move across the street to the park and talk there." Joe nodded and Douglas helped him to his feet. Vladamir was already clearing a way through the cawfee-sipping crowd on the terrace.

As they crossed the street with Joe leaning on Douglas' arm for support, Douglas leaned close and asked "I don't mean to change the subject, but have you, by any chance, heard of the Northern Star Lodge?" Joe's eyes snapped up to look at Douglas, catching Douglas a bit off guard. "Sir?"

"What did you say?" Joe seemed suddenly uncomfortable, his frail body tense. Douglas was sure he was on to something, at last.

"Look out!" yelled Vladamir as he tackled Douglas to the ground, a car just clipping Douglas' leg as it sped by. "Are you all right?" asked Vladamir as he leapt to his feet, gun in hand.

"I'm fine. What about Joe?" he asked, holding his leg in pain. Vladamir checked behind him. He turned back to Douglas shaking his head.



3.1 INTRODUCTION

The Confederated Northern City-States are generally thought of as the most peaceful and friendly of the two Terranovan alliances. Indeed, compared to the intrigue and injustices so visible in the South, the North seems to be a pleasant and welcoming society. Appearances, however, can be deceiving: hidden agendas and shadow conflicts hide behind the facade of even the most moral Arctic power-broker. Away from the circles of power, normal citizens do their best to prepare for the coming storm. Each of the groups in this chapter symbolizes an aspect of these struggles.

The investigative team of reporter Douglas Winter exemplifies the growing understanding that there is more to Northern leaders than may first be evident. Indeed, Winter is leading a deep investigation into the past of CNCS Chief Justice Winston Stark, sensing that his clean and stern image must hide some darker secrets. Winter and his team are discovering, however, that once they enter the shadow world that surrounds Stark, they may have a very difficult time getting out.

PX Couriers, on the other hand, shows that it is not only power-brokers who have their secrets. Behind the mask of the North's leading courier service, PX acts as one of the best smuggling rings around. Using connections with United Mercantile Federation Treasurer Yves Banderas and the smuggling cartels of Wounded Knee, the elite of PX run "hot" cargo across the Badlands and into the Mekong Dominion.

Medecins Sans Politique (literally "Doctors Without Politics") fights the trend toward cynicism and intrigue, trying simply to provide humanitarian aid to those in need. Backed by the political clout of Fort Henry Proconsul Lang Regina, MSP operates from a hospital base on the edge of the Western Frontier Protectorate. They do not hesitate, however, to travel to hot spots across the Badlands and even into the South. The more they do so, the harder it becomes to remain a purely humanitarian organization.

Finally, the secretive Watchers demonstrate just how far the agendas of Northern leaders can affect everyday citizens. This secretive cabal works under the auspices of Reverend Thor Hutchison, Second Follower of the Sorrento Revisionist Church. As part of the Reverend's agenda of renewing the power of the church, the Watchers operate from the shadows and report on any immoral or insidious elements that threaten the faith — be they private citizens or members of the church who dare to disagree with Hutchison.

All these groups also embody the dynamic forces of the North, all, in their own ways, fighting to change the situation in their confederacy. They do so by exposing others secrets, by creating new alliances, by becoming a voice of peace in a time of war and by protecting their nation from internal corruption. The North is changing and the characters in this chapter are riding the transforming wave. Each has a different vision of their society and not all these outlooks can coexist peacefully.



CHURCH AGAINST STATE

The major conflict in the North is increasingly one between the power of the secular state and that of the Revisionist Church. The Northern Lights Confederacy has always felt the power of the church — as have, to a lesser extent, the UMF and WFP — but it had never been complete. Indeed Norlight, Mercantile and Western citizens all elect secular leaders to head their states and used to look to the church only for their personal guidance. In TN 1933, this division of labor is crumbling. As the populace becomes more and more concerned with preserving their way of life against immoral foreign influences, as they worry that internal divisions weaken them before a powerful Southern enemy, Northern citizens are turning to the church as never before. Secular leaders fear for their positions, but the religious leadership is ready for the new duties expected of them. In fact, they have been preparing for this moment for many cycles.





3.2 DOUGLAS WINTER'S INVESTIGATIVE TEAM

Chief Justice Winston Stark is the "embodiment of Northern values;" at least, that's what most reporters in the CNCS say. Douglas Winter is not so certain. Douglas, a freelance investigative reporter, feels that Stark's rapid rise to power is a sign of something shady. He has managed to convince a few friends that there are skeletons in Winston Stark's closet, and he knows that if they find them, it will be the story of the year.

Douglas himself has been a reporter since the end of the War of the Alliance, during which he reported from the battlefield and the treaty table. A freelancer and nomad by nature, he has worked for a variety of Northern and independent news services over the cycles. Douglas' drive to expose Stark's secrets come from a combination of his reporter's instincts and very vague memories of a traumatic experience during his youth. Convinced that the Chief Justice was involved, he will not rest until the truth is known.

Douglas' closest friend is Jeremiah Falkin, the group's cameraman. A deserter from the Southern MILICIA, Falkin has spent the years since the war hiding behind the lens. He fled after having been forced to commit an atrocity and now exposes others' secrets while concealing his own. He still hopes to find the officer responsible for the crimes he witnessed and bring him to justice.

Carla Savage is perhaps the most useful member of the team. A computer specialist from the Mercantile city-state of Marathon, Carla brings with her an expertise with and access to the Marathon Information Network. Using the advanced NNets of the city-state's computer net, she scans news reports and records for any leads while planting some misinformation of her own. Carla has established a "relationship" with an evolved NNet called Mercury and has an understanding with her former employers at Abaline Research who own Mercury and much of the Marathon NNets.

Troy Lindsay, the team's sound man, is a former musician who has found some meaning to his life in his work. However, his teammates are unaware of his deep psychological problems, which date back to his family's collaboration with Earth forces during the War of the Alliance. Trapped by feelings of hatred toward his planet and his fellows, he savors the possibility to ruin a prominent Terranovan like Winston Stark.

The final member of Douglas' team is a bodyguard named Vladamir Konstantinov. Apparently a useful addition to the team, "Konstantinov" is actually the alias of Serge Garpenlov, a Northern intelligence officer acting under orders from Chief Justice Stark. Garpenlov has done well and is trusted by Douglas. He awaits only the order to eliminate this thorn in Stark's side.

3.2.1 OVERVIEW

• Background

Last cycle, Douglas Winter was watching a report on Winston Stark and, looking at the face on his trideo, suddenly felt certain there was something wrong with the man. He could not put his finger on the problem, but he knew. He immediately called his old friend and partner, Jeremiah Falkin, and told him he was planning to investigate Stark. After a long talk, Douglas and Jeremiah agreed they would need help in trying to uncover the secrets of one of the most powerful men in the North. Douglas called Carla Savage, a computer wizard and former girlfriend, and asked her to help out in the investigation. Carla had grown bored with her job and was glad of a chance at something more exciting, even if it meant working with Douglas. Jeremiah then contacted Troy Lindsay, a former co-worker and a sound technician, and asked if he would be interested in helping out. Jeremiah was surprised when Troy jumped at the chance.

Shortly after they began digging into his life, Winston Stark became aware of their investigation. Rather than ending their inquiries, he decided to use them to further his agenda. He arranged for the team to encounter some "physical resistance" and, after a while, secret service agent Serge Garpenlov (under the guise of "Vladamir Konstantinov") encountered Douglas. Garpenlov presented himself as an out-of-work bodyguard and worked his way into Douglas' confidence; after a long night of drinks and talk, Douglas offered "Vladamir" a job as a bodyguard for the group. Since then, "Vladamir" has become a valuable member of the team, getting them out of trouble and helping any way he can. At the same time, Serge is subtly directing Douglas where Stark would like him to go, secretly investigating the Chief Justice's enemies and uncovering their secrets rather than Stark's.



NORTHERN CHARACTERS



• Group Dynamics

Douglas is always looking for someone's secrets, be they Stark's or his best friend's, and his partners seem to appreciate Douglas' inquiries into their private lives far less than anyone else. Jeremiah serves as the wise grandfather-figure of the group, always there to listen when needed, but keeping his judgments to himself. Carla is the fiery catalyst that keeps everyone on their toes, always pushing their buttons (especially Douglas'). Troy could be their little brother. Everyone knows — and he constantly proves — that he is more than capable of taking care of himself, but they look out for him nonetheless, treating him like a child. Vladamir is their guardian angel, always there to protect them and lend a helping hand.

DYNAMICS CHART

• Douglas

Jeremiah:	The most reliable friend anyone could ask for.
Carla:	Does she have to question everything I say?
Troy:	Damn, but the kid's good.
Vladamir:	I'm glad we met him. Very glad.



• Jeremiah

Douglas:	Something is bothering him. A lot.
Carla:	That lass has got fire in her blood.
Troy:	The others should learn, the boy knows what he's doing.
Vladamir:	Something isn't quite right with him.



• Carla

Douglas:	Does everything have to be a story??
Jeremiah:	He reminds me of Miguel. <<Miguel? Miguel who? Gives no information>>
Troy:	Somebody has got to watch out for the kid.
Vladamir:	Pushy, macho, chauvinistic meat head!



• Troy

Douglas:	He and Carla should just rent a room!
Jeremiah:	Mind your own business, ya old fart!
Carla:	I'm not a kid, for cryin' out loud!
Vladamir:	Tough as nails. Damn is he cool!



• Vladamir

Douglas:	The man is a blind fool.
Jeremiah:	I'll have to be careful with this one.
Carla:	Would she just shut up?!
Troy:	The kid will not be a problem.



• Current Concerns

Douglas' team is investigating several aspects of Stark's life. Carla is searching through hundreds of hospital, police and municipal databases, hoping to uncover anything that might turn into a lead. Jeremiah and Troy are working together to keep Stark under near-constant surveillance. Douglas is digging into a possible connection to the Sorrento Revisionist Church and, at Vladamir's suggestion, is investigating some of Stark's political allies, namely Grand Marshall Victoria Edend-Smythe and Norlight President Kathè Adjanni, for corruption in their camps that could be tied to Stark. Secretly, due to recent nightmares, Douglas is also investigating Stark's activities in Zagazig 35 cycles ago. He's discovered that Eric Kohanik, a graduate from the Valeria Legal Academy and a classmate of Stark's, was arrested in Zagazig 34 cycles ago and died while incarcerated for murder. Eric, according to trash-tabloid reports, insisted he was framed but could not — or would not — name names.



3.2.2 ALLIES AND ENEMIES

Douglas periodically sticks his nose where it does not belong, attracting some negative attention and creating more than a few disgruntled adversaries. Victims of his exposés are usually too busy to exact revenge, finding themselves in a very negative public spotlight, or even on the wrong end of an arrest warrant.

• Northern Star Lodge

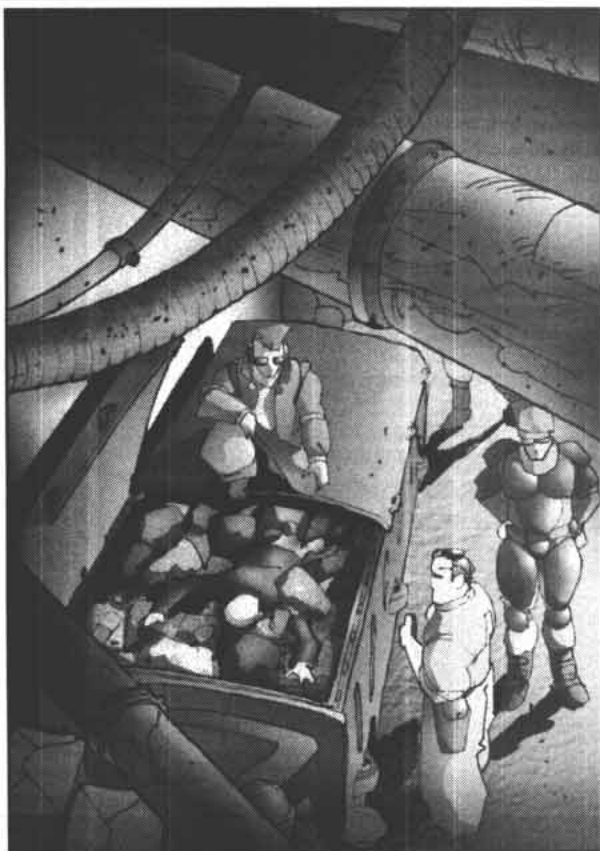
Shortly after Douglas began delving into Winston Stark's life, a vagrant, whom Douglas had never met previously and has never seen since, approached him one evening. Douglas was told that "The Northern Star Lodge put Stark where he is for a reason. He's still useful to them and they have no intention of allowing you to discredit him until his usefulness has ended. Stop now before they are forced to stop you." Douglas put little stock in the vagrant's comment until he asked one of his contacts, a raven-haired woman known as "Polly," about it. He was told, a little too quickly for his tastes, that there was no such lodge and that he should stop asking about it. That was the last time he was able to contact "Polly."

• Gaia's Vengeance

Occasionally, when things take a turn for the worse, Troy calls in a group of mercenaries for help. When they arrive they say very little, speaking only with Troy, and they leave as soon as things settle down. Douglas has asked Troy a few times who their mysterious allies are, but he has always told Douglas it would be best if he did not know. The truth that Troy is hiding is the identity of Gaia's Vengeance, a movement of Earth sympathizers. They would love to have Douglas expose Stark's secrets, forcing him to resign and possibly throwing the Northern government into turmoil.

• The Sorrento Revisionist Church

Douglas has recently learned of hidden interactions between Stark and someone in the Revisionist Church. He knows that Stark has confidentially aided a group within the Sorrento Church, but does not know whom or why and is looking into the church to learn more. Abbot Joh Ison — a member of the fundamentalist society known as the Prophet's Shield (see 3.5.3 *The Prophet's Shield*, p. 85) — has learned that Douglas is digging for secrets, some of which the church would rather keep secret.



BLAKBERG MURDER STILL A MYSTERY

(Zagazig Post, 35 Summer, TN 1897) — Local police and confederate investigators remain stymied by the murder of the William Blakberg, age 85, two weeks ago. Blakberg, a professor at the Valeria Legal Academy, was found dead on 13 Winter in a garbage bin behind an abandoned factory in the industrial sector. At the time, Chief Inspector Cecil Carleton declined to comment on the assault and has, as yet, only revealed that the slaying did not appear to be a mugging gone wrong since Blakberg was found in possession of his wallet and a small amount of cash.

Sources inside the police department revealed last week that investigators feel there is a link between the murder and the disappearance that same night of local youngster Douglas Winter. Winter, age 13, is reputed to be a local troublemaker and was apparently discovered dazed and confused the morning after the murder. According to these same sources, Douglas was suffering from mild amnesia, but has now been cleared by the confederate agents who have taken over the investigation. Douglas is now in the care of a private therapist.

The presence of Professor Blakberg in Zagazig remains a mystery. According to Kerry Jordan, his daughter, Blakberg was scheduled to meet his family at their summer residence in Sorrento for a reunion. Jordan remembers her father as a caring and devout man who taught religious school for the Revisionist church on the week-ends and often helped with church activities, having long thought of becoming a preacher upon his retirement from the Legal Academy. Blakberg had also defended churchmen before the court on several occasions. Like the police, Jordan is uncertain why her father was in Zagazig Saturday night.



3.2.3 MARATHON NEWS NETWORK

Carla Savage has made use of the Marathon NNet information grid her entire life. One of the more helpful sub-systems that she has used lately is the News Network, Marathon's far-seeing news gathering database. Marathoners are accustomed to perusing the Network with their cawfee in the morning, the entire world at their fingertips. They find it convenient to be able to scan for their own particular interests and easily backtrack a given thread for days or even years.

• Background

When Abaline Research transformed Marathon into a computerized city by installing a network of neural nets to run much of the infrastructure, integration and manipulation of the news media was one of their major concerns. While teleoperation and automation were important tools in increasing the quality of life, communications and information retrieval were the top priorities. Every citizen would be able to send vid-mail, access trideo entertainment and retrieve vast amounts of information with ease.

As many of the media networks in the Northern Hemisphere agreed to provide information feeds to the Marathon grid, the question of information retrieval and sorting became a greater concern. Indeed, not only was the predicted volume of available news sources enormous, but the reliability of the data was far from guaranteed. It remains common for news services to edit or censor a report (or be edited/censored by a higher power), the result being little more than a piece of propaganda. Reports may also contain inaccurate information from poor reporting or could be an out-and-out fabrication, leading the user in the wrong direction. To compensate for these problems, the News Network was provided with an extensive bank of NNets and ONNets to sort through the traffic.

• Specifications

This sub-system of the Marathon network is dedicated to sorting and storing information from every possible form of news media. Reports from most major news services around the globe are transferred into the computers over communication lines and saved in high density memory banks. Each report is then scanned by one of the sub-system's NNets for proper nouns (names, locations, etc.) and important keywords (pollution, war, murder, etc.). Furthermore, another NNet has been trained to preview each report and write a quick summary. Top stories are presented as a digest, which serves as the Marathon daily newspaper, but users can search through the records with ease. Generally speaking, the system is quite accurate, but it is not unheard of to get, for example, a report on animal cruelty when one is searching for reports on pollution.

The News Network is a virtually limitless font of valuable information. Getting hold of this information, however, is not necessarily easy. Topics such as "war" or "the Southern MILICIA," for example, can easily produce several hundred thousands reports. Also, as with all news media, the user must beware — the reports found through the search are not necessarily accurate. Still, the Marathon News Network is a highly efficient system, providing its millions of users with amounts of information that would be well nigh impossible to access otherwise.

• Mercury

Many NNets have the potential to evolve and learn to do things by themselves. Recently, one of the News Network's NNets has begun to exhibit signs of this evolution. Apparently, a large enough percentage of users check the sports section at some point during their review of the news that one of the NNets has begun, on its own initiative, to show everyone the sports section, regardless of whether or not they have requested it. In fact, the NNet appears to have developed a distinct preference for action packed, competitive contact sports. It has become fairly common for this NNet to interrupt a person's review of the news to show them the highlights of the Innsbruck Death Track 1000 or the Marabou Ironman Competition. Users have so far rarely complained, most of them finding the behavior rather endearing.

Abaline Research is curious to see what sort of evolution may follow. Some of the executives are concerned that the NNet's evolution may disrupt their testbed intelligent city while others feel that this is the sort of breakthrough that could guarantee the success of the Marathon project. At present, they have decided to keep the NNet in place and judge the potential repercussions it may have on the project as new behaviors develop.

During her career as a NNet trainer with Abaline, Douglas' partner Carla Savage gained an intimate knowledge of the NNets and their capabilities. As a result, she is quite aware that Mercury, as she refers to it, has begun to evolve. She knows the coding used in the Marathon NNets and is drawing on this knowledge to attempt, with limited success, to program Mercury to slightly alter certain reports. At present, Carla is concentrating on training Mercury to subtly alter reports on Winston Stark in order to undermine his public support.

• Plot Uses

Someone else could certainly discover that Mercury has evolved and, like Carla, profit from the cover of its erratic behavior to reprogram it to do their bidding. This effort will involve not only a daunting challenge for any computer programmer, but a corporate struggle with Abaline Research. Unlike Carla, Player Characters will likely not be privy to the manufacturer's codes required for Mercury to accept training subroutines and will have to somehow obtain them. Obviously, if it is discovered that the NNet is being abused, someone will be sent in to remedy the problem. On a less dynamic level, the News Network could be used to provide useful or false information, revealing (or concealing) plot twists, enemies or allies. If used without caution or by an inexperienced user, it could easily provide characters with information that leads them astray, sending them off on a misadventure. On the other hand, given the right information at the right time could definitely help push the characters in the right direction. The News Network is certainly not a perfect source of knowledge but, depending on accuracy of the information gained, it could certainly make the characters' lives interesting or dangerous.



NORTHERN CHARACTERS

03

3.2.4 PLOT RESOURCES

Douglas and his team could easily add a roleplaying/conspiracy twist to a campaign. They do not represent a serious physical threat, but the secrets they uncover will generate situations that could land the characters in dangerous territory. If Douglas reveals some of the secrets he has unearthed, the characters might see things in a very different light, placing them between the proverbial rock and a hard place as allies become enemies and enemies become allies.

• As Allies



Douglas, deep down inside, is truly a good man. If someone is genuinely in need of help, Douglas will usually lend a hand, and if there is a story to be uncovered, no one could stop him from getting involved. At present, Douglas would be more than willing to help someone who is opposed to the Northern government in general or Stark specifically, in hopes of finding more information on the Chief Justice. If the characters are involved in another newsworthy event, inside Paxton Arms, for example, and are able to convince Douglas that there's a great story involved, they just as easily find themselves with his investigative reporting team as an ally. As Cavalry. Of course, if Douglas is tied to the Player Characters simply because they are a good source of information on a story, it is likely that he will become scarce once the story is over.

• As Opponents



Douglas could quickly become anyone's worst enemy if he thinks that they are involved in something newsworthy. Regardless of whether they are connected to Winston Stark, or just happen to run an illegal slavery ring operating in the Badlands, Douglas will stop at little once they catch his attention. Douglas and his friends could become a very serious thorn in the side of the characters. Douglas' team will avoid any sort of direct confrontation and will use their resources, uncovering secrets the characters would rather keep hidden and revealing them to the whole planet on morning newscasts. The diverse resources of Douglas' team — including the muscle provided by Vladimir — make it difficult to strike back once the damage is done.

• As Background Resources



Douglas and his friends could be interesting characters to add to a campaign for their roleplaying and character interaction potential. They would be an excellent source of information for the characters, helping to provide clues for any investigations and generating numerous rumors about mysterious events. Furthermore, Douglas' team would add a touch of conspiracy to a campaign as they dig for a story. As well, what they uncover will most likely generate debate, if not confusion. Once Douglas has revealed a few dark secrets, the distinctions between right and wrong, and between allies and enemies, will likely blur. Douglas' team can also be used as part of a media blitz on the Characters' lives. With cameras always in their faces, Player Characters can discover what tension really is, with their reactions broadcast across the North.

• As Cavalry



Douglas' group will not charge into a situation, guns blazing to save the day. If they did, the characters would likely be forced to save Douglas instead. However, Douglas can usually diffuse a situation the Player Characters have gotten themselves into, especially if the characters could help him in his search for secrets. Few things will halt a bloodbath like a camera crew and a hot reporter arriving on the scene for a "live report." After all, nobody wants to be the story of the week. However, his help is never free; the characters would certainly owe Douglas a favor. Repaying this debt could be as simple as providing the name of a reliable source on a story, or as involved as smuggling data files out of a corporate or military compound. The extent of the favor owed is tied to both the severity of the debt and to how badly Douglas needs the PCs' help.

• As Plot Devices



Douglas offers an excellent potential as a springboard for adventure or better yet, a conspiracy-riddled campaign. For an adventure, Douglas could be the focus of a manhunt. For a campaign, the potential is much greater. Douglas' investigation will take time, looking in places that many people — not only Winston Stark — would rather keep hidden. Furthermore, he is more than likely to uncover other stories along the way, possibly investigating the characters themselves. Should they be trying to stop him, the focus of his investigation or trying to help him, Douglas will generate intrigue wherever he goes. The conflict inside Douglas' team proper — most notably the presence of NGIS agent Garpenlov a.k.a. "Vladimir Konstantinov" — can also create adventure opportunities, especially if PCs recognize "Vladimir" for what he is.



DOUGLAS WINTER

• Attributes

AGI	0	APP	1	BLD	0	CRE	0	FIT	0
INF	2	KNO	1	PER	2	PSY	0	WIL	1
STR	0	HEA	0	STA	25	UD	3	AD	3

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	+1	Leadership	1	+2	Psychology	1	+1
Computer	1	+1	Literature	1	0	Streetwise	3	+2
Etiquette	1	+2	Notice	3	+2	Theatrics	2	+2
Investigation	2	+2						

• Background

Born in TN 1884 in Zagazig to rather average parents, Douglas grew up like most children — getting into trouble. He was often escorted home by the police after being found sneaking around construction sites, military bases or government buildings. With the exception of some warnings from the police and spankings from his father, little harm came from Douglas' childhood covert quests. One night, however, Douglas was brought home by the police in a state of shock, unable to remember the events of the evening. Worried about what had happened to their son, Douglas' parents arranged for a meeting with a psychiatrist. After numerous meetings, the psychiatrist could not discover what had caused Douglas to forget the events of that night. Recently, Douglas has awoken from horrible nightmares, remembering nothing but the face of a younger Winston Stark and a tall, imposing woman with a scar over her left eye.

• Profession

Douglas graduated from Wententhal University with a degree in psychology in TN 1915. Later that year, unable to find work in his field, he was hired by the Northern Post, a news service, as an office clerk. While there, he worked his way through several jobs until, at the height of the war in TN 1916, he was hired as a combat field reporter. In the next cycle, while covering the signing of the Treaty of Westphalia, Douglas uncovered an assassination plot aimed at Grand Marshal von Breslau. The attempt was averted and, because of pressure from above, Douglas' report about the event was suppressed, never to see print. Since then he has worked as a freelance reporter for numerous news services.

• Attitudes

Douglas appears to be a friendly and outgoing person. He loves to chat with anyone, on just about anything; after all, anything they have to say could potentially lead to something interesting. He has grown to love searching for the skeletons in people's closets and is always taking greater risks to uncover darker secrets. He is quite obsessive about his searches, ignoring the joys of life if there is the smallest potential for a story around the next corner. The only occasional exception is when he and Jerimiah sit down for a game of cards, one of the few times he truly relaxes.

• Combat Reactions

Douglas is nobody's fool. He knows full well that he has no place in any sort of combat. He also knows that the best way to avoid a fight is to talk his way out of a bad situation before it gets worse. Over the years, Douglas has turned bluffing his way out of fights into an art form. He has also made running for cover when his bluffs fail into a fine hobby. When trouble rears its ugly head, Douglas will grab the nearest piece of cover and wait for things to calm down, watching for anything interesting.

• Contacts

Valerie Solanas (age 75, specialties: media & bureaucracy), senior editor for the Satellite News Service; Katelyn (age 31, specialties: seduction & streetwise), a high society call-girl in Valeria whom Douglas aided when she had troubles with her pimp; Harry Wendelstedt (age 58, specialties: trading & rumor-mongering), a trader who sells secrets; Davood Mor (age 37, specialties: leadership & Gear piloting), leader of the Desert Wolves, who helps Douglas in return for Douglas having killed an unflattering story about the Wolves.



Age:	49 cycles
Height :	1.78 meters
Weight :	84 kg
Hair Color:	black
Eye Color:	grey-blue
Handedness:	left-handed



NORTHERN CHARACTERS

03



JERIMIAH FALKIN



Age: 60 cycles
Height : 1.75 meters
Weight : 75 kg
Hair Color: grey
Eye Color: grey-green
Handedness: right-handed

• Attributes

AGI	0	APP	0	BLD	1	CRE	1	FIT	0
INF	0	KNO	2	PER	2	PSY	0	WIL	1
STR	1	HEA	0	STA	30	UD	5	AD	5

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Camouflage	2	+1	Investigation (Surv.)*	3	+2	Small Arms	1	0
Communications	2	+2	Medicine	1	+2	Stealth	2	0
Drive	2	0	Notice	1	+2	Tinker	1	+1
Electronic Warfare	1	+2	*(specialization)					

• Background

Born in TN 1873 in Marabou, Jerimiah is tired of senseless killing. Having been a member of the Youth Guard — the Republican paramilitary youth corps — Jerimiah was assigned to a recon unit in the Southern MILICIA as the polar forces united in defense of Terra Nova in TN 1913. One night, Jerimiah was ordered to locate a line of second-line CEF units and relay their coordinates for an artillery attack. He soon spotted the enemy and relayed the targeting information. Very quickly, however, Jerimiah realized that the vehicles he had tagged were, in fact, Northern APCs, not enemy transports as intelligence had suggested. He immediately called an abort to the barrage, but was ordered to return to base and forget what he had seen. Shortly afterward, artillery from the Southern guns rained down on the helpless Northern cavalry units. That night, disgusted, Jerimiah went AWOL.

• Profession

After going AWOL, Jerimiah remained in hiding for some years, laying low until he was forgotten. Then, while traveling through Prince Gable, he applied for a job with the Satellite News Service. He had grown tired of living in the shadows and decided not to hide any more. Jerimiah translated his skill with surveillance equipment into a job as a camera man, working with Konner Garysson in the field. After a few years with Konner, Jerimiah was assigned to Douglas. While working together, the two became close friends and, when Douglas left the SNS for freelance work, Jerimiah went with him as his partner.

• Attitudes

Jerimiah tries very hard to be kind and caring, feeling there is more than enough cruelty in the world already. He looks much older than he really is, and his grandfather-like persona makes him appear even older than that. He comes across as an easygoing, fun-loving man, quick to strike up a conversation with anyone willing to talk. The only time he turns somber is on 9 Autumn, the anniversary of the Treaty of Westphalia. On this day he remembers the senseless murder of his fellow Terranovans on his last day in the MILICIA, again seeing the artillery shells devastating the Northern troops. The anniversary is usually marked by a late night of drinking, done far away from his friends or other veterans.

• Combat Reactions

Jerimiah has witnessed enough bloodshed and brutality in his past. He will try against all odds to avoid a fight; if combat cannot be avoided, his training will take over, even after all these cycles. He will slip into the nearest cover and strike from hiding, using his brains to win rather than his old and tired body. The only time Jerimiah will leap into a fight without hesitation is when innocent lives are endangered. If an opponent drags a defenseless person into the fight, Jerimiah will stop at nothing to rescue the hapless bystander.

• Contacts

Konner Garysson (age 55, specialties: investigation and theatrics), a SNS reporter and old friend; Father Antonio Delgado (age 91, specialties: religion and bar tending), priest of the Sorrento Revisionist church, part-time bartender and confidant for Jerimiah; Mara Henami (age 42, specialties: investigation and streetwise), an investigative reporter from Marabou who is looking into the MILICIA Prefect who ordered the artillery attack on a Northern position during the war. She and Jerimiah have become friends.



CARLA SAVAGE

• Attributes

AGI	1	APP	2	BLD	-1	CRE	0	FIT	0
INF	1	KNO	2	PER	0	PSY	0	WIL	1
STR	-1	HEA	0	STA	20	UD	1	AD	1

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Communications	2	+2	Electronics	2	+2	Mechanics	1	+2
Comp (hacking)*	3	+2	Forgery (electr.)*	1	0	Streetwise	2	+1
Dodge	1	+1	Hand-to-Hand	2	+1	Tinker	1	0
• (specialization)								

• Background

Born in TN 1896 in Marathon, Carla Savage had a difficult life. At the age of 10 cycles, her parents were shot and killed by a mugger while out walking with Carla. Carla got away and disappeared onto the streets. There she met Miguel, a kind, homeless out-of-work programmer. Over the following cycles, Miguel raised Carla as his daughter, eking out a happy life, teaching her how to live off the streets and how to use the Marathon network to her advantage. Her antics brought her to the attention of Abaline Research, who arranged to hire her as a programmer. It was while working for Abaline that Carla met Douglas, who was working on a story about the "Intelligent City" and its repercussions. While working on the story, the two became romantically involved, but Douglas' constant search for a story and Carla's temper ended their affair.

• Profession

Carla grew up on the streets of Marathon, "the city that thinks for itself." She made her living by stealing, not physically, but through the city's sophisticated NNet computer system, hacking whatever she needed. At the age of 22 cycles, Carla was arrested after crashing the entire city's traffic control sub-system as a prank. City officials began prosecuting her on several charges of computer crime, but Anthony Phills, Vice-President of Programming and Training at Abaline Research, stepped in. As the supplier of the city's NNet, Tony was able to "convince" the city to drop the charges. In return, Carla was hired by Abaline as a NNet programmer/trainer and Abaline agreed to keep an eye on her.

• Attitudes

The world owes Carla something and she will take it if she has to. Working under Tony Phills has somewhat tamed this selfish attitude, but not completely. She has an explosive, fiery personality and is not afraid to speak her mind to anyone at any time. Most people see this as an incredible confidence. Rather, it masks a deep-rooted insecurity. When she lost her parents, she lost everything that she cared for in the world. She now subconsciously feels that if she does not care for anyone, she cannot be hurt that way again.

• Combat Reactions

Not only will Carla not back down from a fight, she will not hesitate to start one once in a while. When a confrontation begins, Carla is the first to make it dirty, gouging eyes or going for knees and other, more sensitive areas. Once a fight has started, there is no turning back or retreating, for her or her opponent. She will not allow it. The only time that Carla will avoid a conflict is when someone pulls a gun. She knows she can recover from a few bruises and small injuries, but a gunshot wound is quite different.

• Contacts

Anthony Phills (age 75, specialties: computer programming & bureaucracy), vice-president of NNet Training and Development at Abaline Research, former boss and longtime friend and mentor; James Farrabee (age 52, specialties: computer programming & repair), owner of Farrabee Computers in Marathon, supplier of computer equipment (legal and illegal); Lucy Krasowski (age 61, specialties: engineering & electronics), electronic and computer systems designer at Northco Inc.; Miguel (age 104, specialties: panhandling & computer hacking), vagrant on the streets of Marathon, father figure and close friend.



Age	37 cycles
Height :	1.63 meters
Weight :	52 kg
Hair Color:	blond (dyed green)
Eye Color:	green
Handedness:	left-handed



NORTHERN CHARACTERS

03

TROY LINDSAY



Age	30 cycles
Height :	1.85 meters
Weight :	85 kg
Hair Color:	blonde
Eye Color:	blue
Handedness:	right-handed

• Attributes

AGI	0	APP	0	BLD	0	CRE	2	FIT	0
INF	0	KNO	2	PER	0	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Comm (List.Dev.)*	3	+2	Notice	1	0	Tinker	1	+2
E. Warfare (ECCM)*	2	+2	Sleight-of-Hand	2	0	*(specialization)		
Music	1	+2	Streetwise	2	0			

• Background

Born in TN 1903 in Prince Gable, Troy Lindsay had a tumultuous childhood. At the age of 9 cycles, his father was killed on suspicion of being a Northern spy. Severe paranoia from the Judas Syndrome had enraged people in the Badlands city-state and the accusation, regardless of proof, quickly led to an execution. The next cycle, Earth invaded Terra Nova, and things went from bad to worse. In TN 1914, when the colonial forces occupied Prince Gable, Troy and his mother were taken captive while the invaders summarily rounded up potential troublemakers. Shortly afterwards, Troy was released but his mother remained behind voluntarily. When next he saw his mother, the colonial forces were routed from the city by the Peace River Army, apparently much to her dismay. He has asked his mother several times what happened, but she has always avoided giving him an answer.

• Profession

Given his turbulent childhood, it came as little surprise to many that Troy pursued the nihilistic life of a rock musician, short-lived as it was. He joined a small band and, like the other members, displayed very little musical ability. He did, however, display a talent for mixing sound. At the age of 22 cycles, Troy was hired by a large studio operating in Port Oasis to help the sound technician on several new trideos. Troy began to put his past behind him as, over the following cycles, he moved from studio to studio as a technician's aid and eventually became a leading sound technician at the Satellite News Service. It was while working at SNS that he met Jeremiah.

• Attitudes

At first glance, Troy appears to be a very open young man who freely speaks his mind. He is polite but frank, and his opinions are thus valued by his coworkers. He refuses to talk about his family and his past, avoiding those topics altogether. He also keeps to himself his almost subconscious hatred of most Terranovans, especially those from the North, whom he associates with the death of his father; for this reason he jumped at the chance to defame Chief Justice Stark. Troy's desire to avenge his father's death and his identification with the invaders of Terra Nova (who are widely portrayed as murdering scum) have led to serious psychological problems. His mask of politeness hides a barely contained inner rage which manifests itself in sudden outbursts of violence and chronic nightmares. In these dark dreams, Troy's father commits horrible atrocities before him and invites Troy to "join in the fun."

• Combat Reactions

Troy would much rather fight a war of words than a physical battle, knowing he has a better chance of winning a verbal contest. He is well aware that he does not know how to handle himself in combat but when forced to, he fights like a cornered animal, as viciously as if his life depended upon it. He sometimes carries a small pistol, but knows that he would be just as likely to shoot himself in the foot as to actually hit his target. Still, if need be, he is prepared to take that chance.

• Contacts

Sylvie Lindsay (age 78, specialties: theatrics & espionage), Troy's mother and a cell leader of Gaia's Vengeance; Andrea Simard (age 33, specialties: theatrics & singing), a singer, actress and good friend that Troy has worked with numerous times; Paul Mellanby (age 46, specialties: streetwise & contacts), a provider of anything "special" for many of the upper crust entertainers in Port Oasis; Scott Lindsay (age 15, specialties: none of note yet), half brother whom Troy hates, born shortly after the occupation of Prince Gable.

NORTHERN CHARACTERS



VLADAMIR KONSTANTINOV (A.K.A. SERGE GARPENLOV)

• Attributes

AGI	1	APP	-2	BLD	2	CRE	0	FIT	1
INF	0	KNO	1	PER	2	PSY	1	WIL	0
STR	2	HEA	1	STA	40	UD	7	AD	7

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	1	+1	Hand-to-Hand	2	+1	Small Arms	3	+1
Athletics	2	+1	Intimidate	1	+2	Stealth	2	+1
Camouflage	1	0	Investigation	1	+2	Survival	1	0
Combat Sense	2	+2	Melee	2	+1	Tactics	2	0
Dodge	2	+1	Notice	3	+2	Theatrics	2	0

• Background

Born around TN 1887, Serge Garpenlov was orphaned long before his earliest memory. He had a troubled childhood and bounced through more than a dozen foster homes before he ran away at the age of 20 cycles to enlist in the Northern Guard. There he met Sergeant Steve Babineau, his drill sergeant during basic training and possibly the only positive influence in his life. Until he met him, Serge took no responsibility for his actions. Steve taught him, at times through sheer force of will, the value of discipline and responsibility. Sadly, just as Serge was showing promise of turning into a well-rounded young man, Sergeant Babineau was sent into the field and was killed in action. Under orders from the NGIS, Serge was once again an orphan, bounced from unit to unit, unable to develop a lasting bond with anyone.

• Profession

Sergeant Babineau trained Serge to be a highly skilled soldier, and his life had already turned him into a cold, ruthless warrior. This made him a perfect candidate for the Northern Guard Intelligence Service (NGIS). Without his knowledge, many of the missions Serge was assigned to were carefully orchestrated tests by the NGIS, designed to test his abilities, effectiveness and most importantly his devotion to the job. Serge was deemed to be an exceptionally worthwhile addition to the Intelligence Service and was immediately transferred to the service for further training. Prepared to do anything to be accepted into a family, even if that family is the NGIS, Serge has worked hard to become one of the most promising intelligence agents in the North.

• Attitudes

Serge effortlessly projects any sort of demeanor he desires. The persona he has chosen while infiltrating Douglas' team is that of a stern, gruff yet kindly bodyguard. He knows that he must remain useful to Douglas and his group in order to stay with them so "Vladimir" does his best to help everyone in any way possible, all the while cultivating an aloofness to discourage the others from asking questions about his background. In truth, beneath the lie, he is a calculating man with no reservations about doing whatever is needed to complete his job.

• Combat Reactions

Serge is exceptionally cool-headed when combat starts; he thinks clearly and makes very few mistakes. He will judge a situation quickly, devise a plan and stick to it, be it offense or defense. When he does move in for the kill, he strikes first, fast and hard. Given the choice, he will stay back to neutralize an opponent at long range, but will engage in hand-to-hand combat without hesitation. He is certainly not above using lethal force, but realizes that on his present assignment, killing someone (even in the defense of the group) could create unnecessary tensions and conflicts with the others.

• Contacts

Winston Stark (age 80, specialties: politics & law), secret patron and Chief Justice of the Confederated Northern City-States; Captain Maria Peluso (age 70, specialties: intelligence gathering & covert operations), a tall and imposing woman who has lost her left eye, graduate of the Valeria Legal Academy and Serge's NGIS commander; Darlene Babineau (age 30, specialties: astronomy & physics), Serge's only friend, the daughter and only living relative of the late Sergeant Babineau, a student of astronomy at the University of Valeria.



Age	46 cycles
Height :	1.82 meters
Weight :	97 kg
Hair Color:	brown
Eye Color:	brown
Handedness:	right-handed



3.3 PX COURIERS, INC.

Personal eXpress Couriers Inc. has made a name for itself as *the* company to be trusted with the safe transport of sensitive materials. It boasts branch offices across the CNCS and in some Badlands cities as well, with clients such as UMF Treasurer Yves Banderas and Paxton Arms. PX is also a front for a smuggling and distribution ring with connections among the Wounded Knee cartels. Recent operations have taken them southward to the Mekong Dominion.

Both the company and the smuggling ring known as PX Couriers were founded by retired Northern Guard Major Baccus Peshtarelle. A man of somewhat loose morality, he retired just as he was being investigated for running a contraband ring out of his logistics unit. When some of his officers were dishonorably discharged, he grouped them into PX Couriers. Anxious to continue expanding on his success, it is Peshtarelle who is driving the company to make contacts in the Mekong Dominion.

Allison Venter is one of the greatest resources at PX Couriers. A military veteran who befriended Peshtarelle, she is also a skilled Gear pilot who has gone on to success at the Death Track 1000 races at Innsbruck. The lead Gear pilot for PX, her fame as a racer also serves as great advertisement for PX.

Tatsugoro Habana is an unlikely addition to the PX crew. One of the officers charged with setting up the sting operation to trap Peshtarelle while he was in the Northern Guard, Habana was dishonorably discharged based on suspicion that he warned the Major in time for him to retire. Recruited by PX, Habana has become the stern and deadly security and special operations chief for both the company and smuggling service. Peshtarelle and Habana forged a bond when they cooperated to take apart a slavery ring operating out of Red Sands and backed by Mekong slavers.

Habana's closest associate is Sharon Maddox, PX's intelligence officer. Made a slave in her native Mekong Dominion, she was freed by Habana and Peshtarelle in Red Sands after having been "exported" by her owners. Driven to destroy her former slavers, she is ready to travel to the Dominion for vengeance and business.

Diego Esperanza is PX's aircraft pilot. A thrillseeker and egomaniac, he considers himself the best pilot on Terra Nova. Reckless and maniacal behind the controls of a hopper, his mad style makes him useful in a pinch but dangerous in the long run.

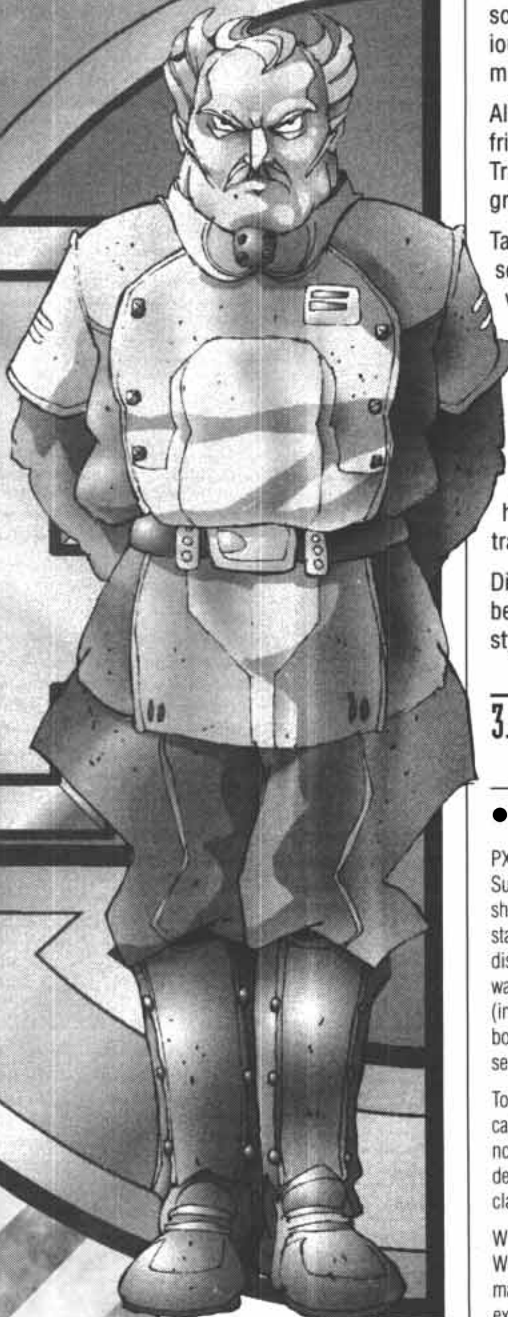
3.3.1 OVERVIEW

• Background

PX Couriers Inc. is the brainchild of retired Major Baccus Peshtarelle, former senior NCO of the Northern Guard's 8th Support and Logistics Battalion. In Spring TN 1918, the 8th was scandalized by internal corruption. Outraged and shamed by numerous accusations from the high command, Baccus retired his commission. Some 30 people on his staff were dishonorably discharged, while the rest were reprimanded and transferred (the 8th Battalion was officially disbanded in Summer TN 1919). In need of employment, Baccus saw a demand for reliable communication across a war-ravaged landscape. He proceeded to organize remnants of his old unit into a courier service, calling it PX Couriers (in homage to his former profession). Before long, PX became renowned as a reliable purveyor of just about anything, boasting a spotless record and fast, efficient service. Even newly elected UMF Treasurer Yves Banderas contracted their services.

Top service had its price; PX Couriers' ever-present debts soon outgrew Baccus' abilities to manage them. Salvation came when MediConcepts, a pharmaceuticals company, contracted PX to transport a number of unnamed items with no questions asked and offered to pay twenty times the usual rate. Three days later the mysterious cargo had reached its destination and PX Couriers was in the black again. Before long Baccus was fielding many such requests, and PX's class 1 couriers were transporting contraband ranging from trideos to electronic components.

With his intelligence chief Sharon Maddox acting as an intermediary, Baccus recently finalized arrangements with two Wounded Knee cartels and expanded his business southwards into the Badlands. PX has also been running arms and material to rover gangs with a good record from the War such as the Desert Wolves, gaining protection from them in exchange.





• Group Dynamics

Baccus Peshtarelle is the head of the company and the glue that holds the group together. It is because of Baccus that Sharon Maddox tolerates the others, although she would rather not deal with them at all. Allison (class 1 courier for the company) gives her a wide berth, but Diego (aircraft pilot and smuggler extraordinaire) seems to be interested in the secretive woman. His affections tend to put Sharon off guard, though, so she treats him coldly. Habana and Sharon's relationship is one of mutual respect. Only he and Baccus know her true origins, and keep them a secret. Allison and Habana are deeply in love and would go to the ends of the world for each other. Allison, afraid of losing Habana, suspects there is something between he and Sharon, although her fears are unsubstantiated.

DYNAMICS CHART

• Allison Venter

Diego Esperanza:	Good tech, total jerk.
Baccus Peshtarelle:	Trusted boss.
Tatsugoro Habana:	Love him.
Sharon Maddox:	Creepy. Stay out of her way.



• Diego Esperanza

Allison Venter:	Annoying bubblehead.
Baccus Peshtarelle:	Pays me what I'm worth.
Tatsugoro Habana:	Lumbering monster.
Sharon Maddox:	Beautiful, mysterious; what makes her tick?



• Baccus Peshtarelle

Allison Venter:	With guidance, she'll be okay.
Diego Esperanza:	Competent, but arrogant.
Tatsugoro Habana:	Trusted pro.
Sharon Maddox:	Like a daughter.



• Tatsugoro Habana

Allison Venter:	Brash and impulsive, but love her anyway.
Diego Esperanza:	Baccus could've hired better.
Baccus Peshtarelle:	A good leader.
Sharon Maddox:	A fellow professional.



• Sharon Maddox

Allison Venter:	Flighty kid.
Diego Esperanza:	Would just as soon kill him as spit on him.
Baccus Peshtarelle:	Protect him with my life.
Tatsugoro Habana:	Baccus trusts him, so do I.



• Current Concerns

PX Couriers is currently helping UMF Treasurer Yves Banderas maintain contacts among the taipans of the Mekong Dominion. Baccus Peshtarelle is opening branch offices of his company in Badlands cities under the NuCoal treaty, building a chain of businesses southward to Mekong. This way, he assures safe passage for his couriers. Despite Treasurer Banderas' assurances to the contrary, PX Couriers has been having problems with Northern Guard garrison units in and around the Badlands. As war approaches, unit tensions have been running high and the Guard has been harassing PX Gears and hoppers. As a result, Baccus recently struck a deal with the Desert Wolves rover gang. In exchange for safe passage and the occasional favor, PX acts as buyer for the Wolves, procuring high-quality equipment and supplies for them from Northern corporations.



3.3.2 ALLIES AND ENEMIES

PX Couriers' expansion into the Badlands has brought them mixed fortunes. Early on, they made a powerful enemy in the form of Mekong Dominion Lord Chancellor Etienne Durocher. PX's efforts in the Badlands are aided by a partnership with the Desert Wolves rover gang; also, they have attracted the attention of the mysterious Nicosia Renault.

• The Desert Wolves

Baccus originally heard of the Desert Wolves' exploits during the War of the Alliance and considered them an honorable, trustworthy lot. Therefore, they were among the first groups he sought out when PX Couriers entered the Badlands. Wolf Clan-Father Davood Mor, initially cautious, was persuaded as much by his need for allies as by his need for provisions. The resulting alliance makes it possible for the couriers to pass through the Badlands along the Westridge Range. In return, the Wolves are able to buy new equipment and supplies from Northern companies at a reduced rate through the PX Couriers.

• Nicosia Renault



Nicosia Renault (or at least, someone claiming to be the infamous spy) is a fount of information for PX Couriers. Her aid first came in TN 1928 when Sharon Maddox, acting on PX's behalf, was trying to establish relations with the Wounded Knee cartels. With Renault's help, PX Couriers came away from the negotiations able to operate out of Wounded Knee with little interference. Since then, some of the information she has provided has been useful, though several leads have nearly led to disaster. Baccus believes this may only be a ploy to keep them on their guard, but remains wary.

• Lord Chancellor Etienne Durocher



PX Couriers' first encounter with Etienne Durocher occurred far from Hsi Tsang. After personally accepting a load of contraband from Red Sands bound for the Mekong Dominion, Baccus heard a whimpering coming from inside one of the containers. When he discovered it was full of women and young girls, he vowed retribution. An anonymous tip to the authorities led to the uncovering of a kidnapping ring and its subsequent destruction by CNCS intelligence. The ring's destruction greatly angered Durocher, who swore revenge against the "gang of upstarts" who had thwarted his enterprise. As a result, PX's ventures into Mekong put them in constant peril.

3.3.3 PX COURIER SERVICES, INC.

PX Courier Services is a legitimate concern operating out of the city of Marathon in the United Mercantile Federation. The company is run like a military unit, although with far greater efficiency. Under its corporate auspices, hundreds of parcels of different sizes and importance are delivered across the continent, sometimes within the space of a single day. To achieve this, the company makes use of many different vehicles and resources, some not entirely aboveboard.

• Background

Baccus Peshtarelle incorporated PX Couriers in TN 1919, one cycle after his retirement from the Northern Guard. When over thirty men and women were dishonorably discharged as a result of the scandal that forced Baccus' retirement, he made sure to contact each one. PX Couriers' first corporate meeting was held in a rented warehouse where Baccus revealed his plan to his former command. The soldiers of the 8th Battalion specialized in quickly and efficiently getting exactly what was needed to whomever needed it, and this venture would be no different. Baccus announced that he would be putting up his own money for supplies and facilities, gaining initial clients through his contacts. There would be some lean times initially, and all would have to contribute to a greater or lesser degree. In exchange, the corporation would truly be employee-owned, and anyone who wanted to leave could do so and be fully reimbursed. This time, there would be no military checks and balances.

The resulting company advertised itself as the ultimate in efficiency, security and speed in a nation whose infrastructure had been savaged by war. Aggressive advertising and top-level service coupled with competitive rates made the company second to none. Word of PX Couriers' reliability and quality of service spread like wildfire. Four cycles later, PX Couriers had made enough money to purchase and begin renovating a run-down facility at the corporate limits of Marathon. Their vehicle stable was limited yet well maintained, consisting of a few //Grasshopper// VTOLs and numerous ground vehicles (most of which were owned by PX employees). Employees and facilities alike exuded confidence and professionalism, endearing them to corporations large and small. PX Couriers' red, black and white delivery vehicles became a common sight in the city streets and their refurbished corporate headquarters (formerly a towering powerplant complex) a familiar part of the city skyline.

After eight cycles, business was booming, and the company was expanding, with branch offices in practically every major city state in the CNCS. Baccus, however, had funneled the capital earned from multiple, high profile deliveries into prime-time advertising, brand new hoppers and even a few Heavy Gears. This financial strategy paved the road to ruin. PX Couriers had been mired in debt from the beginning (Baccus had little experience in large-scale financial management), and competition from dozens of copycat companies made PX's hold on the market tenuous. This, coupled with several high risk investments gone bad, soon pushed the company's finances far into the red. On the verge of bankruptcy, it (mysteriously, business analysts say) recovered in a matter of weeks and remains prosperous to this day.



• Specifications

PX Couriers is run very much like a military unit, with administrative (section 1) and delivery (section 2) wings, as well as a lesser known "special operations" wing (section 3). This last section is composed of the upper echelons of the company's employees, for the most part soldiers formerly under Baccus Peshtarelle's command. Sections 2 and 3 differ in terms of the amount of precautions taken (legal clients seldom require background checks), as well as the type of couriers. All couriers are salaried, with section 3's employees understandably earning the highest pay.

The administrative section (section 1) processes pickup/drop-off orders and handles logistics, intelligence and public relations for the company, mostly through Marathon's data grid and information network. The main office in Marathon is electronically connected to all of its branches across Terra Nova, but sensitive information is never sent over this system — it travels by human dispatch. Baccus Peshtarelle controls this section directly, with Sharon Maddox as his second.

The delivery section (section 2) is composed of differing ranks of couriers. Class 1 couriers are entrusted with the most important parcels and vow to see their charges to their assigned destination even at the risk of life and limb. Class 2 couriers handle the majority of lower-importance deliveries and make up the largest percentage of section 2's field staff. Section 3's couriers are culled from the ranks of the class 1 couriers. Both sections 2 and 3 are under the control of Tatsugoro Habana.

• Special Operations (Section 3)

Section 3 of PX Couriers, Inc. handles the smuggling operations, working in concert with elements of the administrative section. It also employs nine Minerva-class GREs; hired when the Port Arthur branch opened, they were immediately elevated to class 1 status and recruited for covert deliveries. All class 1 couriers in section 3 are paid double the normal wages (the balance provided in cash under the table).

Smuggling operations are handled with the utmost discretion. "Special delivery" requests in the form of blank military supply vouchers are sent to section 1 over PX communications channels and immediately returned to the sender with an address request. Following a thorough background check, a class 1 courier is sent to a pre-arranged meeting place and the pickup is made. The cargo is then transported to its destination within an allotted time period. Transport of the cargo is site-to-site to ensure that contraband cannot be directly connected to the company.

PX Couriers employs a plethora of different vehicles. Not allowed within most cities, its *Bobcat* and *Ferret* Heavy Gears, accompanied by newer *Hunters*, still make their rounds to isolated settlements; they also serve as bodyguards for Badlands courier-caravans. These and the parts to maintain them were attained through Baccus' military contacts. PX has also recently purchased six *Warriors* from Paxton Arms. Other vehicles used include *Longrunner* and *Camel* trucks, *Elan* jeeps, *Grasshopper* VTOLs and even some motorcycles.

PX COURIERS INC. MAIN OFFICES, MARATHON, UNITED MERCANTILE FEDERATION

The hub of the entire operation, the offices at Marathon never shut down. To alleviate fears of noise pollution, PX selected a site close to the city's corporate limits, near its industrial sector. Nevertheless, the mammoth PX Building, mushroom shaped due to its large rooftop hopper pads, is a recognized landmark. The multiple vehicle bays are always receiving and disgorging delivery vehicles, and dozens of couriers are constantly on their way in or out. Marathon's citizens find the flurry of physical activity in a city that is 90 percent computerized disquieting, but CEO Baccus Peshtarelle says "It's all part of the information society. Besides, what would Marathon be without its runners?"



• Plot Uses

PX Couriers Inc. could play either a major or a minor part in an adventure. As an employer, PX Couriers may seem to ask the impossible, but the payment is well worth the effort, especially for financially strapped Player Characters. They may also be used to covertly carry information (without their knowledge, setting the stage for intrigue) to or from the Mekong Dominion. In the Badlands, a class 1 courier traveling in a caravan across the desert adds tension to the group, especially if he or she is transporting contraband and does not wish to be discovered. The Player Characters may also be contracted as bodyguards for a class 1 courier. Whether or not they discover PX Couriers' less-than-legal side during their employment depends on their own resourcefulness.

SAMPLE FEES FOR COURIER SERVICES

Weight	Delivery Fee
Up to 5 kg:	15 marks (overnight)
5 to 10 kg:	25 marks (overnight)
10 to 100 kg:	5 marks per kg (overnight)
100 to 500 kg:	2 marks per kg (2 day service)
500 to 1000 kg:	1 mark per kg (2 day service)

Note: Fees cover legal deliveries within the United Mercantile Federation.





NORTHERN CHARACTERS

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3.3.6 PLOT RESOURCES

PX Couriers may be used in any capacity, from a major source of information to simple delivery of a key item. Prudent Gamemasters will keep in mind that PX is a company like any other, and that any PX Couriers representative will always have the bottom line in mind. Still, the issue of money should not get in the way of a good adventure. In smuggling, suspense, intrigue and danger are what it's all about.

• As Allies



PX Couriers could use its tremendous resources for the benefit of the Player Characters. The company's access to the Marathon information network makes it a fount of information, and could be used to contact other parties. They could also serve to deliver much-needed items (weapons, electronics, even Heavy Gears) from a backer or a source. Likewise, PX Couriers could transport "hot" items away from an unfavorable situation, including the Player Characters themselves. PX Couriers' services will cost the Player Characters a modest fee; failing that, they may be asked to perform a service, either as couriers or bodyguards. Those who perform well may be approached by Baccus Peshtarelle or Tatsugoro Habana for potential employment opportunities.

• As Opponents



PX Couriers also makes a formidable adversary. An attempt to capture or harm a class 1 courier would be dangerous since these are former soldiers (human and GREL). An undercover infiltration of the smuggling ring will meet stiff opposition in the form of thorough background checks and a rigorous "initiation." Any interference with the smuggling operations in the Badlands will be met with force, either from section 3's bodyguards or the Desert Wolves. Within the CNCS, PX will use cunning to deal with interlopers — an anonymous word to the authorities regarding the contraband placed among the PC's possessions, for example. Interference with operations in the Mekong Dominion will be treated most seriously because these are the most sensitive operations of all. Habana will likely take charge of these problems personally and not hesitate to use deadly force.

• As Background Resources



As employers, PX Couriers may involve the Player Characters in its smuggling operations, either directly or indirectly. The Player Characters may be asked to provide a distraction, or they may be asked to escort a class 1 courier to his or her destination. In the Badlands, the Player Characters may have to interact with the Desert Wolves, or find themselves evading elements of the Northern Guard. PX Couriers is also available in their aboveboard capacity, as a courier service. PX also maintains a small army of technicians, who could make repairs to anything the Player Characters desire. The public corporation might also wish to employ the Player Characters, especially if they have a background as military pilots or drivers.

• As Cavalry



A smuggling ring may be just what the Player Characters need to get out of a jam. A trusted class 1 courier may be able to transport an important object or document back to their superiors. If the Player Characters need to enter a heavily guarded fortress or hostile city-state to extract a prisoner, a party of experienced smugglers may succeed where a ragtag band may fail. If an escape vehicle is needed, PX's Minerva-class GREs are the best drivers around. PX's access to the Marathon computer network could also provide a wealth of useful information. Player Characters should realize, however, that PX is a group of smugglers and couriers, not a bodyguard or mercenary unit. Tatsugoro Habana and a few others may be able to help PC's out in a fire-fight, but that is not their calling. Only when protecting a shipment will they regularly employ such tactics.

• As Plot Devices



PX Couriers is a high-end, anything-goes organization; therefore, any campaign directly involving them should be a roller-coaster of suspense, intrigue and action. A mysterious parcel could lead to trouble, especially when interested parties come to collect it by force. A chance encounter with Nicosia Renault could sink the players deep into a "Judas Game," with a dagger behind every cloak. The Mekong Dominion's Lord Chancellor is a formidable enemy, and makes any sort of excursion into his realm a dangerous one. Adventures in the Badlands could have the Player Characters evading Northern Guard forces while aiding the Desert Wolves. PX courier's involvement with Federation treasurer Yves Banderas and his operations in the Mekong Dominion can also spark adventures for PCs tied to the smuggling company. Indeed, Banderas' enemies and rivals might well see PX as an easy way to get some leverage on him and attempt a hostile takeover.



BACCUS PESHTARELLE

• Attributes

AGI	0	APP	0	BLD	0	CRE	1	FIT	0
INF	2	KNO	1	PER	1	PSY	0	WIL	1
STR	0	HEA	0	STA	25	UD	4	AD	3

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	3	1	Drive	1	0	Leadership	2	2
Business	3	1	Etiquette	2	2	Notice	2	1
Camouflage	1	1	Hand-to-Hand	1	0	Small Arms	1	0
Combat Sense	1	1	Law	1	1	Streetwise	2	2
Dodge	2	0						

• Background

Baccus Peshtarelle was born in Autumn TN 1853, the son of an industrialist and a doctor. Baccus realized his potential early on, smuggling food and toys into his harsh private school for money. Following a brief stint as a legal clerk, he enrolled in the Northern Guard military academy at 26. By the end of the war, he was commander of the 8th Support and Logistics Battalion. Throughout his career, he had been involved in smuggling, starting with banned trideos and liquor and working his way up to inter-unit trading of weapons and supplies. Baccus' rapid rise in rank was facilitated by his expertise at first befriendling (often with the help of "gifts"), then stabbing his equally arrogant superiors in the back. By the war's end, Northern Guard Command had enacted a deep-cover operation to entrap him. Tipped off by Tatsugoro Habana, Baccus immediately retired his commission.

• Profession

Baccus started PX Couriers with the capital he had squirrelled away during his service and runs it almost exactly as he did the 8th Logistics Battalion. Following his retirement, the Northern Guard began dishonorably discharging members of his command, whom he hired almost immediately after. The challenging tactics of military logistics trained him well for the role of smuggler baron, and he deals fluidly with the dregs of society and captains of industry alike. The Mekong-UMF trade alliance he is aiding UMF Treasurer Banderas to create would set Terra Nova's business world on its ear, and Baccus will be there to capitalize on the tumult.

• Attitudes

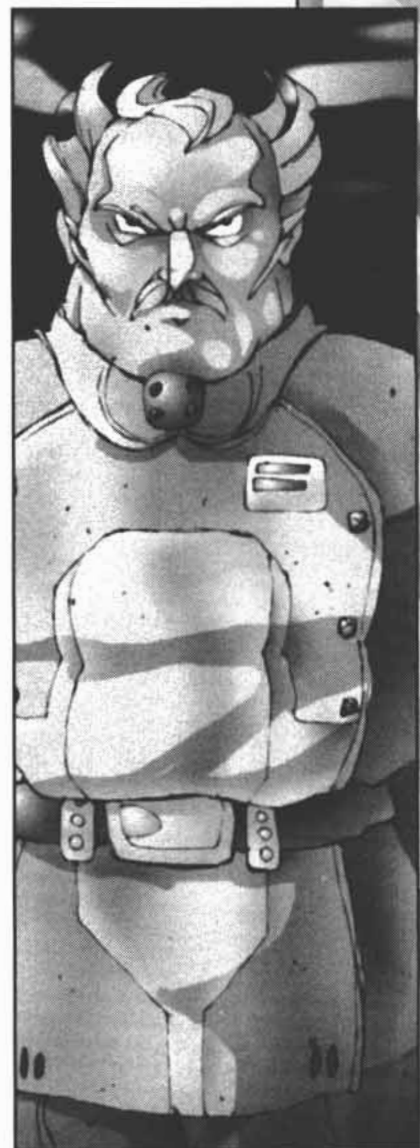
Baccus tolerates a wide range of views and beliefs and shrewdly uses them as an asset in his dealings. While conniving and manipulative in business matters, he is not without compassion. He is guilty himself of exploiting others' ambition and arrogance, but he deplores subjugation, whether by government edict or by force. He demonstrates this not only through his smuggling operations and attacks on Terra Nova's slave trade, but also his foster-parenting of Sharon Maddox. Baccus feels the CNCS has abandoned him despite his years of service, therefore he has no qualms about dealing with rover gangs or Mekong corporations.

• Combat Reactions

Baccus tasted combat early in life and as a result has little desire to participate in it first-hand. If attacked personally, he will calmly step back and let his bodyguards do the fighting, pistol ready in case things get out of control. If cornered, he would fight fiercely to protect himself and those he holds dear. Otherwise, Baccus prefers cunning and intrigue, setting clever traps by which his enemy causes his own ruin. Baccus would not hesitate to involve the local police, or even CNCS intelligence, if it meant assuring an enemy's utter destruction.

• Contacts

General Jurgen Magnusson (age 76, specialties: intelligence & logistics), his oldest friend; Police Captain Deanna Brozik (age 60, specialties: law & investigation), his lover; Davood Mor (age 37, specialties: desert survival & leadership), leader of the Desert Wolves; Yves Banderas (age 46, specialties: politics & business), Treasurer of the UMF; Kasuko Baldwin (age 37, specialties: assassination & streetwise), one of his trusted bodyguards; Darius Baldwin (age 43, specialties: security systems & demolitions), his other trusted bodyguard; Merovinghan Slade (age: 45, specialties: persuasion & streetwise), his Mekong contact.



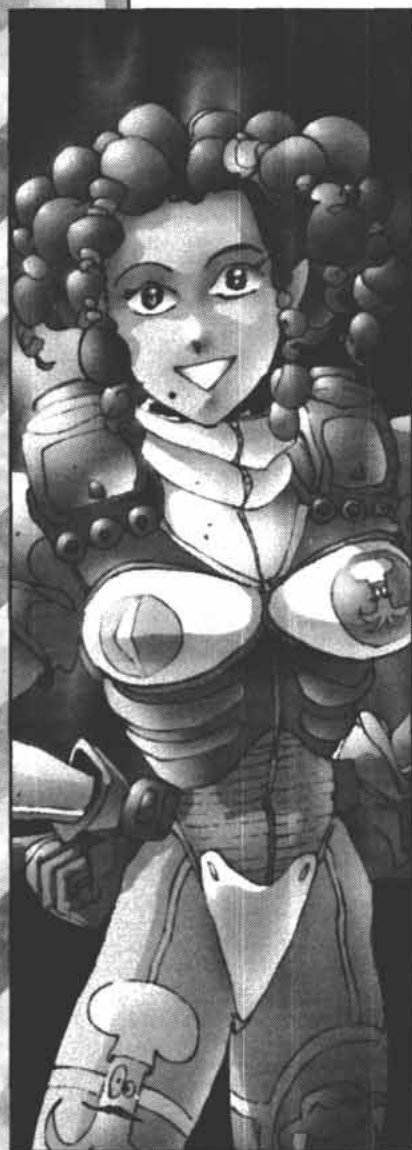
Age:	79 cycles
Height:	1.82 meters
Weight:	92 kg
Hair Color:	grey
Eye Color:	blue
Handedness:	right-handed



NORTHERN CHARACTERS

03

ALLISON VENTER



Age: 31 cycles
Height: 1.7 meters
Weight: 56 kg
Hair Color: brown
Eye Color: dark red
Handedness: right-handed

• Attributes

AGI	2	APP	1	BLD	0	CRE	1	FIT	1
INF	0	KNO	0	PER	1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	4	AD	3

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	1	Hand-to-Hand	1	2	Small Arms	1	2
Drive(stunts*)	3	2	HG Gunnery	2	1	Streetwise	1	0
Dodge	1	3	HG Pilot (stunts*)	3	2	Theatrics	1	0
Gambling	1	0	Notice	1	1	*(Specialization)		

• Background

Born in Summer TN 1902, to a racer and a mechanic, Allison grew up on the fast tracks of Innsbruck. At 15 cycles she was racing motorcycles, and at 20 she had graduated to Heavy Gears. In an effort to instill some self-discipline into the strong-willed girl, her parents persuaded her to join the military. Her 7-cycle career saw her bouncing from unit to unit, here a Heavy Gear pilot, there driving tanks, jeeps and transports. She was finally discharged due to discipline problems. During her last evening on base, Allison met General Jurgen Magnusson, who introduced her to his friend, retired Major Baccus Peshtarelle. In subsequent cycles, Baccus put her expertise with vehicles to good use, molding the ranks of the class 1 couriers on her example. She stumbled upon PX's smuggling operations by chance, meeting in the process her current love, Tatsugoro Habana.

• Profession

Allison is the epitome of a class 1 courier, making good on her claim of being able to "drive anything, anywhere." Her job gives her license to use her driving abilities to their fullest, which she relishes, not to mention the thrill of speed and the danger of being discovered, which she loves. Allison also makes an annual pilgrimage home to Innsbruck to compete in the Deathtrack 1000 race, where she is a crowd favorite. Her fame is such that corporations fight to sign her to race their latest Gear models. Baccus uses her racing career not only as an advertising tool for PX, but also as a way of smuggling contraband hidden among her equipment, mostly Southern ales and lagers that are popular in Innsbruck's alternative scene.

• Attitudes

Allison is an adrenaline junkie and throws caution to the wind with a toss of her red mane. She continually tries newer and more daring maneuvers at the track and on the job, pushing the envelope as much as she can. Allison's self-confidence, coupled with her bubbly mannerisms and lack of self-discipline, make her reckless and flighty. This makes her hard to control, giving Baccus no end of stress headaches and heartburn over his best class 1 courier. Her relationship with Tatsugoro Habana is at times very turbulent, but she truly loves him.

• Combat Reactions

Allison is a better combatant than she thinks, and her fighting abilities, both in and out of a Gear, are formidable. So much so, in fact, that even her racing agent wonders why she is not a duelist. Due to her phenomenal piloting ability, however, Allison can avoid harm as long as there is a vehicle around her. As part of her military training, Allison also learned to defend herself outside her vehicle, both in unarmed combat and with the sidearm she carries in the field. The rush of combat, however, is much less appealing without layers of durasheet armor between Allison and incoming fire.

• Contacts

Jolaine Flare (age, 47, specialties: public relations & business), her racing agent; Maxim Fellas (age 20, specialties: thievery & survival), a lovesick thief; Katryne Sanz (age: 53, specialties: training & Heavy Gear piloting), her Northern Guard trainer and mentor; Aleolus Pender (age 57, specialties: bartending & gambling), owner of her favorite sports bar; Veygus O'Malley (age 51, specialties: mechanics & carousing), her racing mechanic and friend; Janos Hallick (age 63, specialties: business & mechanics), her contact at Keimuri Custom Motorworks in the Mekong Dominion.



TATSUGORO HABANA

• Attributes

AGI	2	APP	0	BLD	2	CRE	1	FIT	1
INF	0	KNO	0	PER	1	PSY	0	WIL	0
STR	1	HEA	0	STA	35	UD	9	AD	7

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Camouflage	1	0	HG Gunnery	1	1	Notice	1	2
Combat Sense	2	1	HG Pilot	1	2	Small Arms	1	2
Communications	1	0	Investigation	1	1	Stealth	1	2
Dodge	2	2	Leadership	1	0	Survival	1	0
Hand-to-Hand	3	2	Melee	1	2	Tactics	2	1

• Background

Tatsugoro Habana was born in Winter, TN 1881 in Fort William on the same day his father died. His small clan was very poor and in order to support them his father, a policeman, had been taking bribes from gang lords working for Mekong bandits. When Tatsugoro Yasujiro decided to go straight, the gangsters killed him, then came for his clan. After 20 cycles on the run, Habana joined the military. There he sought the training and discipline he needed to avenge his father. During the War of the Alliance, he became involved in black operations and eventually served under Major Baccus Peshtarelle. After being discharged, he received an offer to join the retired Major's newborn company, PX Couriers. Together, Baccus and Habana later discovered and destroyed a slavery ring run by the same gang that killed his father.

• Profession

Tatsugoro describes his occupation as "being on permanent assignment in a particularly nasty Badlands tempest." His experience as a veteran of countless black ops makes him the perfect candidate to run PX Couriers' section 3, which he does with unmatched efficiency and professionalism. He is also Baccus' occasional personal bodyguard, a job he finds beneath his talents. Tatsugoro is also a courier himself, but only on the most dangerous jobs. His current task is running messages in and out of the Mekong Dominion, establishing contacts for PX and, by extension, UMF Treasurer Yves Banderas. Perhaps the most difficult part of his job, though, is keeping an eye on Allison Venter, PX's star class 1 courier — complicated to no end by the two being lovers.

• Attitudes

Habana is known as "Old Iron Fist" (but never to his face) because he so strongly browbeats his underlings when they make mistakes. While he is just as swift in his praise of good work, a promotion to higher office just means more scrutiny and higher expectations from Habana. He is truly faithful to his people and permits no outside criticism. Habana's relationship with Allison Venter is the only thing, besides copious amounts of alcohol, that can bring a smile to his careworn face, and because of this he treasures her.

• Combat Reactions

In a crisis situation, Habana is as cool as mountain water, leading some to speculate that he is a GREL in disguise; he is simply an able tactician, however, capable of instantly adapting his plans to a given situation. He deals with enemies and obstacles alike, always thinking several steps ahead of his opposition. When faced with overwhelming odds, he prefers to fight a running battle until he can either escape or turn the tables on his attackers. He usually carries at least eight weapons (three sidearms, five blades), and, being ambidextrous, can use two at once. Habana is also a competent driver and Heavy Gear pilot.

• Contacts

Hotsu Megumi (age 49, specialties: electronic warfare & demolitions), an old friend and squadmate; Captain Vasco Ramias (age 57, specialties: navigation & tactics), a CNCS landship captain who owes him several favors; Major James Sturgeon (age 64, specialties: black ops & tactics), his friend and former commander; Martin Briggs (age 84, specialties: bartending & streetwise), a bartender who knows too much about Hsi Tsang; Judge Leedia Polsson (age 45, specialties: law & philosophy), an old flame.



Age:	52 cycles
Height:	1.86 meters
Weight:	103 kg
Hair Color:	brown
Eye Color:	gray
Handedness:	ambidextrous



NORTHERN CHARACTERS

03

SHARON MADDOX



Age:	39 cycles
Height:	1.7 meters
Weight:	60 kg
Hair Color:	blue-black
Eye Color:	blue
Handedness:	left-handed

• Attributes

AGI	1	APP	0	BLD	0	CRE	0	FIT	0
INF	2	KNO	0	PER	2	PSY	-1	WIL	1
STR	0	HEA	0	STA	25	UD	5	AD	3

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	2	Hand-to-Hand	1	1	Stealth	1	1
Drive	1	1	Investigation	2	2	Streetwise	3	2
Dodge	1	1	Notice	1	2	Survival	1	0
Etiquette	1	2	Small Arms	2	1	Theatrics	1	2

• Background

Sharon Maddox began her harsh life on the streets of Hsi Tsang as Koyomi Chi-Yen in Spring, TN 1892. Her mother abandoned her in a dumpster and died shortly thereafter. Another woman raised her until she reached 21 cycles old, then promptly sold her into slavery for 5000 dinars. During her 8 long cycles of abuse, she learned the ways of the underworld and began to look for escape. She was finally rescued by Baccus Peshtarelle and Tatsugoro Habana, being one of the slaves they liberated from a Mekong-run slavery ring in Red Sands. In the following months, Habana taught her how to fight with both her weapons and her wits. Baccus taught her professional etiquette, but, more importantly, mended her broken spirit by treating her like the daughter he never had. Under their guidance, Sharon matured into a shrewd, skilled, yet still emotionally distant woman.

• Profession

Sharon Maddox is officially PX Couriers' Intelligence Officer. All of PX Couriers' major clients, legal and illegal, have dealt with Sharon on some level, and she is very adroit at manipulating them to get what she wants. She works in section 1 under Baccus' exclusive supervision, answering to no one save Tatsugoro, and even then only out of respect. When Baccus announced his intentions to enter the Badlands, Sharon volunteered to go to Wounded Knee. Her enthusiasm dampened when she learned his sights were on Mekong, and she has since been informed of the whole plan, including the role of UMF Treasurer Banderas. Sharon approves, seeing this as an opportunity to damage or destroy the Hsi Tsang slavery cartels.

• Attitudes

Her position makes her a lone wolf within the company's hierarchy, which Sharon prefers. The only other friends she has besides Baccus and Tatsugoro are Lina and Kirsia, both Minerva-class GREs; they empathize with each other's ordeals. She secretly envies Allison's zest for life because her own was crushed when she was so young. Having seen the seamy underside of humanity, she has little faith in human nature, which is perhaps why she is able to manipulate people so easily. It is only when doing business that she smiles, and even so it is nothing but a lovely mask.

• Combat Reactions

Although she is not used to combat, Tatsugoro made sure Sharon could take care of herself when necessary. She keeps a firearm on her at all times and is no stranger to the firing range. She would rather duck out of a situation before it comes to violence, however, and usually tries to talk her way out of a crisis. If cornered, she will prove a formidable combatant. Having tasted slavery, she would rather die than live in captivity; she keeps a "suicide capsule" in a hidden compartment in her signet ring.

• Contacts

Minerva Lina (age 22, specialties: piloting & navigation), a GRE working for PX Couriers, Sudo Pasquali (age 50, specialties: extortion & racketeering), a gangster in Westphalia; Mia Taggart (age 38, specialties: seduction & streetwise), a former slave turned club owner in Port Arthur; Gaitan "Lash" Alani (age 35, specialties: Gear piloting & tactics), a high-profile duelist in Khayr ad-Din who provides her with information; Yen Lo (age 47, specialties: streetwise & administration), leader of the Kowloon Cartel, who helped her establish a power base in Wounded Knee.



DIEGO ESPERANZA

• Attributes

AGI	2	APP	1	BLD	0	CRE	1	FIT	0
INF	-1	KNO	1	PER	1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Aircraft Pilot	2	2	Drive	1	1	Navigation	1	1
Combat Sense	1	1	Electronics	1	1	Notice	1	1
Communications	1	1	Aircraft Gunnery	2	1	Small Arms	1	2
Computer	1	1	Mechanics	3	1	Tinker	1	1
Dodge	1	2						

• Background

Diego Esperanza was born in Winter, TN 1901, somewhere above the Western Frontier Protectorate. His parents were both pilots, and young Diego always seemed to have his face turned skyward. When he was 15 cycles old, he flew solo for the first time in an ultralight his father had built. Diego's mother had also fostered the boy's mechanical ability, and he soon became adept at repairing all manner of machinery, from hopper engines to small radios. After the War of the Alliance, he was flying charter contracts from city to city under the auspices of his father's business. One day, flying on a medical contract out of Red Sands, he noticed a downed jetcopter half-buried in the sand dunes. A tempest was brewing, and it took some flying to get the downed crew safely out. Diego gained notoriety when he made the news and soon after was offered a contract by PX Couriers.

• Profession

While not as proficient a pilot as he claims to be, Diego Esperanza is more than competent at the controls of his aircraft. Unfortunately, his constant hot-dogging attracts more attention to him than Baccus would like. "Mad" Diego's fearlessness, however, makes him a better smuggler than others; his style is so grandiose, no one would ever think he was transporting contraband, much less people. Baccus tends to limit his flight time, making sure he spends an equal amount of time in the repair bays, supervising maintenance on the company's vehicles, particularly the aircraft. Diego has recently been flying farther out into the desert to newer PX offices in Badlands cities, enjoying the opportunity to buzz oasis towers and dart around the dunes.

• Attitudes

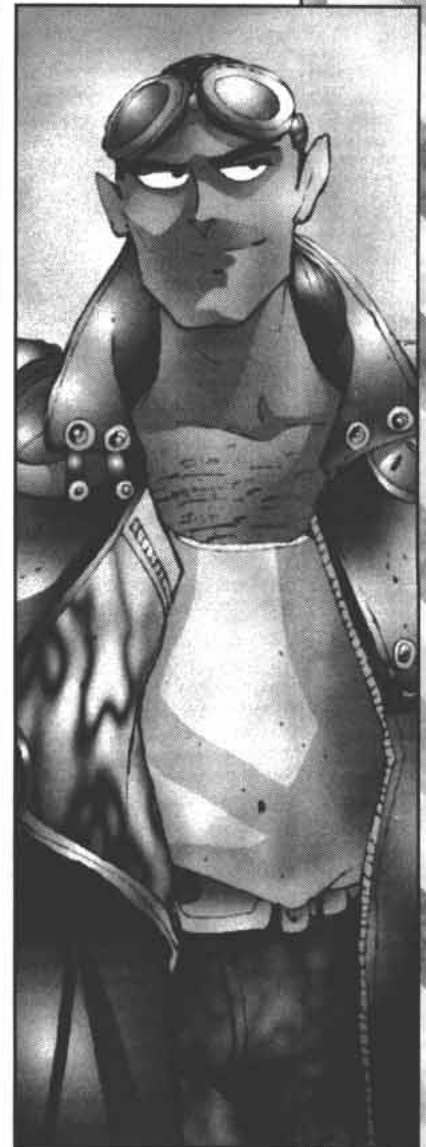
In Diego's mind, he is the best thing on two wings and will take pains to point this out to anyone. This tends to put many people off, including his superiors, and has gotten him slugged in more than one bar. He also thinks of himself as a ladies' man, a claim backed up by multiple girlfriends in each city. For the most part, his coworkers would just as soon see him crash and burn, but rely on his technical abilities to keep their equipment running. Diego was enamored with Sharon Maddox at first sight, but his effect on her was exactly the opposite.

• Combat Reactions

For all of his bravado in the air, Diego is a coward with a glass jaw. If he cannot talk, cajole, or bribe his way out of a fight, he will rely on his fancy footwork to get out of danger. Backed into a corner, he will fold. When in the cockpit, however, his attitude is completely different. Behind the controls of an aircraft, be it hopper, jetcopter, or STOL plane, Diego will fly into any situation, the more dangerous the better. If a pickup is required in a difficult landing zone, couriers can rest assured that Diego will be there.

• Contacts

Peter Kolter (age 40, specialties: navigation & aircraft piloting), his co-pilot and the only PX employee who can stand him; Soldier Alainas (age 25, specialties: aircraft piloting & driving), GREL at PX Couriers' office in Port Arthur; Lieutenant Ilyana Pearson (age 42, specialties: aircraft piloting & tactics), a Northern Guard squadron leader in Smolensk; Brandee Saveur (age 35, specialties: business management & psychology), a cafe owner he supplies with Southern liqueurs; Rohgen Garak (age 47, specialties: streetwise & bookkeeping), a well-connected bookie in Westphalia.



Age:	32 cycles
Height:	1.8 meters
Weight:	75 kg
Hair Color:	black
Eye Color:	brown
Handedness:	right-handed



3.4 MEDECINS SANS POLITIQUE [MSP]

Medecins Sans Politique (literally, Doctors Without Politics) is a charitable medical relief team completely free of nationalistic biases. Working from a small installation located in the Western Frontier Protectorate, it tries to relieve human suffering in war and natural disasters across the globe. When not deployed on the field, it also provides free medical care to the disadvantaged of the WFP. MSP is a cadre organization that recruits and trains help wherever it sets up. Made up of volunteers, MSP survives on donations and the goodwill of those it has helped in the past.

The guiding spirit behind *Medecins Sans Politique* is the Mekong expatriate doctor Li Song Tsu. A follower of Massadan Revisionism, Li is a compete pacifist and drives his fellows to respect the peaceful and neutral tenets of the MSP. Li himself has difficulty dealing with any other concerns than his patients and has foolishly sold the rights to his valuable pharmaceutical discoveries to an ambitious Northern businesswoman.

The head nurse and second spirit of the MSP is Elasaïd Brogan. While Li exemplifies the quiet idealism of the MSP, Elasaïd is the icon of its darker heart. A damaged soul, she finds her only real happiness in healing, but is always surrounded by the suffering of others. A dark beauty, she lends a somber air to MSP.

Sancho Anna, a second doctor at MSP, is a former Western soldier and retains her military outlook despite being surrounded by pacifists. Ready to die for her country, she is at the MSP's Desert Edge medical center on orders from Fort Henry Proconsul Lang, the MSP's political patron. Despite her professional assignment, she has established real personal links with the MSP and hopes not to be assigned elsewhere any time soon.

Samuel Tshombe brings an infectious friendliness to the MSP. A former miner whose family was saved from a ravaging disease by the MSP, Samuel has dedicated himself to helping the doctors do their work. His entire family has come to the station, where they run all daily affairs and make sure that the MSP is ready for any crisis. The Tshombe family is in many ways the heart of life at the medical station.

The expatriate Earther Seth Onslow is the most recent addition to the MSP. Trained as a scout for the CEF, he was abandoned on Terra Nova and joined up with the MSP after several cycles of thrill seeking. Blind to his own feelings, he has fallen in love with Elasaïd but does not realize why he cannot leave.

3.4.1 OVERVIEW

• Background

Medecins Sans Politique (MSP) was formed in TN 1883 by Li Song Tsu with the assistance of First Follower Berengar Green, Head of the Massadan Church. As Polar conflicts became more violent, both of them saw the need for a neutral organisation devoted only to tending to the wounded.

In TN 1913, MSP was working in a homesteading county near the WFP when the Colonial Expeditionary Force launched their push towards Fort Henry. MSP responded by setting up a medical station in disputed territory on the front. The doctors went about the task of trying to heal the injured and ease the pain of the dying, whether the wounded were Northerners, Earthers, Badlanders or even GREs. To them, a human in pain was a human regardless of the uniform. The resulting accusations of collaboration caused General Lang Regina of the 2nd Western Armored Division to order Li's arrest in TN 1915. Li's defense was to guide Lang through MSP's medical station.

A ward of wounded and mutilated children happily playing with handmade toys brought tears to Lang's eyes. Who else, asked Li, would look to the innocent victims of the war. When asked about the toys, Li showed her the room where a blind Isaac GREL and a legless Western pilot labored making them. Lang returned many times to that ward. The charges were dismissed, and Lang diverted supplies to MSP and ensured that Revisionist charity reached the station. After the war, Lang arranged for MSP to be granted use of their medical station as a permanent base.

From the bloody suppression of the Lance Point worker's revolt to Badlands plagues to delivering the children of single mothers, MSP still helps all it can. Lang continues to support them, and though her reasons are deeply personal, she has capitalized on MSP's good work to strengthen her political position.





• Group Dynamics

It is Li's charisma that gives MSP its high morale, and all in the group look up to him. While he is undisputed leader, Li is not suited to running MSP's operations, and this often causes friendly disruption as his more naive and unworkable plans are hammered into shape by MSP's real organizers, Sancho Anna and Samuel Tshombe. Samuel is the group's undoubted father figure, though the best Anna could do would be prickly older sister. Elasaïd Brogan, with her calmness and beauty, is usually everyone's shoulder to cry on, and the rest aggressively protect her. Seth Onslow, on the other hand, often drives them all up the walls with bouts of apathy and then hyperactivity. Despite this, he and Elasaïd have built a hesitant bond.

DYNAMICS CHART

• Li Song Tsu

Elasaïd Brogan:	A beautiful person, I pray for her to find peace.
Sancho Anna:	A good doctor but still too orthodox.
Samuel Tshombe:	A great heart and true friend.
Seth Onslow:	The boy's a worry, but dedicated.



• Elasaïd Brogan

Li Song Tsu:	His intensity keeps me away.
Sancho Anna:	Stuck up despite her skill, but pleasant when she tries.
Samuel Tshombe:	The father I would have liked.
Seth Onslow:	Weird, but he makes me laugh — and more.



• Sancho Anna

Li Song Tsu:	Fantastic doctor, but a fool who has squandered his skills.
Elasaïd Brogan:	Great nurse, talented tech, but needs a good therapist.
Samuel Tshombe:	A pity he could never be a citizen.
Seth Onslow:	A deathwish waiting to happen, and the sooner the better.



• Samuel Tshombe

Li Song Tsu:	A great man and a true follower of the Prophet.
Elasaïd Brogan:	Lovely girl, too delicate for this world.
Sancho Anna:	Competent, but with uncertain motivations.
Seth Onslow:	Needs to find a partner and settle down a bit.



• Seth Onslow

Li Song Tsu:	Seriously orbital.
Elasaïd Brogan:	So beautiful, if only I had a chance.
Sancho Anna:	Whoah! The Ice Queen cometh.
Samuel Tshombe:	The Man, he knows his stuff.



• Current Concerns

MSP wishes to go and work in Basal, but does not have either the funds or supplies to do so. Moreover, a shadowy and threatening visitor made clear to them that they would be neither welcome nor safe. Undeterred, Li is trying to raise money from his wealthier patrons. Anna claims to be doing the same thing, but is actually persuading her superiors that such a mission could help the rebels and be used to spy on AST activities. Only a major disaster closer to the WFP will stop these preparations, though a series of mishaps have been upsetting MSP's plans. Samuel, backed by the others, is trying to persuade Li to arrange for some protection for the group, especially in the field, arguing that a madman like the Patriarch will not respect their neutrality. Li is refusing on pacifist principles, and team tension is growing.



3.4.2 ALLIES AND ENEMIES

The members of MSP, as pacifists, tend not to provoke hatred, but pacificism in a world rent by sectarian conflicts and sliding towards war is not a sentiment that receives widespread support. Their friends are mostly loosely organized, powerless or both, and only a few strong ties keep MSP operating.

• First Follower Dreven Capac



MSP has relied on aid from the Massadan Revisionist Church since its founding. First Follower Dreven Capac continues this aid and often requests that MSP visit certain communities as part of his own humanitarian efforts. It is a distant but friendly relationship, and individual Massadan Revisionists usually form a large part of MSP's local help.

• The Sorrento Revisionist Church

MSP and the Sorrento Revisionists had a close relationship until Li accused Second Follower Thor Hutchison of warmongering. As a result the Sorrento Church has cut off aid to MSP and a leading preacher, Father Jerome, has ordered members not to work with them in any capacity. As yet, this has not hindered MSP's operations much, thanks to the political support of local Proconsul Lang Regina.

• Julia De La Rouge



Julia De La Rouge is president of Rouge-Ferrier, a large UMF pharmaceutical company, that is both a major donor of medical supplies to MSP and sole recipient of licenses for Li's patented discoveries. Rouge cheats MSP shamelessly, often using them to hold covert clinical trials of improperly tested drugs, or to dispose of obsolete stock, but Li refuses to change companies or explain why.

• Soldier Marie



Many GREs from the northern front remember the treatment they or others of their kind received from MSP. Treatment according to what they needed, not what they were. Soldier Marie, a senior Isabella GRE in Port Arthur, especially remembers who it was who introduced Isabellas to Terranovan herbal medicine. This goodwill manifests itself in diverse ways, from charitable collections in Port Arthur to help from Jan Mayen.

• Dr Maderas Burton



Dr Maderas is head of Research and Training at the Fort Henry Medical Hospital and learned about MSP through Sancho Anna. Impressed by MSP's medical record, he is trying to arrange a cross-pollination scheme to help train his younger doctors and utilise MSP's broad and unorthodox medical research, all the while fighting the conservative hospital authorities who are trying to stop him.

3.4.3 DESERT'S EDGE MEDICAL STATION

South of Fort Henry, near the border with the Badlands, sits an ancient Human Concordat terraforming research station carved from a table top plateau. It is here that MSP bases itself when not in the field and offers hospital resources to the poor of the WFP. It is a place of healing, warmed by the good hearts of its inhabitants, and a social centre for local ranchers and passing caravans from Erech and Port Arthur.

• Background

MSP was told of the station by locals early on in the War of the Alliance when it was trying to find a safe site for a field hospital. It was quickly seen as being ideal for their needs, though it needed serious work before it could become more than a temporary facility. Over the course of the War, the station was developed into a small but fully functional hospital, with some limited rehabilitation facilities. This development was mainly due to the technical expertise of many of its patients and scavenged or liberated equipment that made ancient systems workable again. As the site is officially owned by the city-state of Fort Henry, MSP got ready to leave with the end of the war. Newly elected Proconsul Lang, however, offered MSP a deal whereby if they were willing to help the disadvantaged of the WFP, she would allow them to stay. Since TN 1918, MSP has slowly added to the station's medical resources in preparation for the seemingly inevitable global war. To this end, drugs and other supplies have been stockpiled so the station now stands better prepared than at any time since its founding.

MSP has made the station into a more than adequate rural hospital that services local ranchers, homesteaders and residents of Fort Henry. Doctor Li has begun to catalogue the Concordat equipment still contained in the station's underbelly. The massive, disused bio-engineering centers are of notable interest to him, although much of the equipment is in a hopeless state. Thus far, only vacuum-frozen botanical specimens have been found intact. These have revealed a regional flora far different from the johar grasses that now dominate the area. Li has presented these samples to members of Fort Henry University, and discussions are underway concerning a limited release of what may be extinct indigenous species.



• Specifications

Desert's Edge is a small emergency hospital. Old barracks have been converted into wards with a total capacity of 200 patients when fully staffed. Four old laboratories have become surgical theatres while others have been given over to research and pathology. The station's many storerooms and ancient offices are piled with all manner of supplies and scavenged equipment. Greenhouses and conservatories have been renovated and produce vegetables and medicinal plants. One of the large vehicle bays has been turned into a triage station for the initial treatment of the injured, though this is currently sealed and unused in this time of peace. Of the other four bays, only one is in use, storing MSP's *Longrunner* truck and a few *Elans*, as well as Elasaïd's desert bike and Seth's ever growing pile of motorcycle junk. The old executive wing of the complex has been converted into living accommodations for the staff. The quarters cluster around the vibrant and noisy Tshombe, who give a warm homey feeling to the entire area. All the inhabited levels are richly decorated with artwork and plants for a better healing environment. The only thing that the station is completely lacking is armament. There are defences, but they are entirely passive and revolve around the very heavy storm shields and blast doors which effectively turn the station into a self-enclosed environment. Since it has its own solar power generating system and a plentiful water supply from deep wells, the station can exist in isolation for an extended period of time.

• Desert Edge Residents

Desert's Edge is the centre of MSP's network of friendly contacts from across the WFP, Badlands and other places it has visited. This network allows MSP to acquire a wide variety of help when needed, seemingly able to locate specialized help in the middle of a tempest, or to pull medical supplies out of thin air. Because of this network and the station's convenience to caravan routes, there are always people passing through. Visitors are often surprised by the amount of social activity. The station has also grown to be the centre of its homesteading county. Market days, meetings, dances and other such activities usually revolve around Desert's Edge. There are also usually 5 to 10 patients undergoing treatment at any time from across the WFP and more accessible areas of the Badlands.

MARTA TSHOMBE



Marta has been married to Samuel for 39 cycles, and together they have had eleven strong, lively and noisy children. Marta is the center of everyday life at the station, acting as housekeeper, nurse, gardener and tyrant to keep Desert's Edge clean and running. Only her five youngest remain at home, schooled by the WFP's School of the Air, but two of her grown daughters — Rikka and Lianne — work as medical technicians in the station and live nearby with their husbands. Lianne's husband, a local rancher named Rico Garret, is the greatest thorn in Marta's side. An unsuccessful rancher and failed businessman, Garret does not deserve Lianne's affections in Marta's eyes. Marta and Samuel's dislike of Garret has created no small amount of tension in the family, and Lianne has threatened to leave Desert's Edge on more than one occasion. Despite this conflict, Marta has worked to maintain strong ties with the local communities. She arranges the delivery of supplies to the station and runs a medical clinic for the locals to keep MSP on good terms with its neighbors. In fact, most locals agree that Garret is an undesirable and encourage Marta to try to split up the marriage.



ALBERT



Albert shuffles around Desert's Edge like the blind man he is, having lost both eyes to an incendiary bomb during the war. He is an Isaac-class GREL and has become the station's maintenance officer. Left for dead by the CEF, he was rescued and nursed back to health by MSP, and has remained with them ever since, feeling no desire to return to those who abandoned him. Despite his handicap, he has few problems with his duties; if he needs help, Seth or one of Samuel's children will act as his eyes. His great joy, however, is making toys for local children, a skill he discovered while recuperating from his wounds. His creations have become widely known among the farmers and ranchers around Desert's Edge, and parents often come to Albert with special requests for their sick children. Some Westerners who suffered during the war have been reluctant to trust an "Earther killing machine" like Albert, but the simple joy he brings to young children is often enough to change their minds. It certainly was enough for General Lang when she visited in TN 1915.



• Plot Use

Desert's Edge is run as a true charity; anyone who turns up at its doors is taken in, though any weapons must be secured in the station's old armory. They are treated for as long as necessary with only what they can give expected in return. Gamemasters can provide medical care to Player Characters for only a sense of moral obligation. Desert's Edge can also provide other humanitarian aid such as vehicle repairs, food, water or other supplies. In some situations the station may also be a place of refuge, though this would only be done for good reason and would not knowingly be offered to spies or violent criminals. The station is very large and, despite years of occupancy, MSP has never fully explored its deepest levels, using only the top seven and leaving the bottom five closed off. The scant records do not detail what these levels' use may have been, and they could provide Player Characters with important equipment or information. In any case, MSP will not allow Desert's Edge to be used for violence or conflict, nor will it offer aid beyond the purely humanitarian to enemies of the WFP.



3.4.4 PLOT RESOURCES

MSP is pacifistic in both its opinions and actions. No matter where they are, most members will not fight except in final self-defense, and some not even then. They can nonetheless be found in many dangerous places and will always be an oasis of calm and friendly help wherever they are encountered. MSP is exceedingly moral and can be useful as a mirror to hold up to the Player Characters' occasionally immoral or amoral actions.



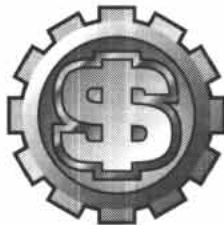
• As Allies

Player Characters on the side of the oppressed or downtrodden will always find enthusiastic help from MSP. This may include arranging medical evacuations, helping with supplies, providing useful information or, by some of the more passionate members, more active help such as hiding messages, equipment, or even people. MSP will also try to help allied Player Characters by passing them on with recommendations to one or more of their many friendly contacts. This may extend to trying to negotiate safe conduct for the Player Characters or even their release from imprisonment. MSP will not, however, provide muscle or firepower to a Player Character under any circumstance. Not only would this contravene their personal beliefs, but they do not have these skills or resources to any real degree. PC's requesting such aid will be turned down flat.



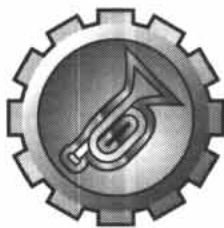
• As Opponents

MSP are unlikely opponents except in a passive sense. The members will not interfere directly against reprehensible actions, but they will make as widely known as possible any atrocities they witness. With MSP's reputation, this will blacken the culprits in the eyes of many. They may provide some medical attention to the guilty party, but it will be grudging and as little as is necessary to get them out of their sight. Certain members may even go so far as to pass information to known enemies of the criminals if their actions are truly despicable, Anna especially. MSP's ties to Proconsul Lang do give them some additional force as opponents. Not only will she listen to their grievances with receptive ears, but Lang is far less reticent to use coercion than the members of MSP. Bandits threatening the staff will have the Fort Henry militia to deal with.



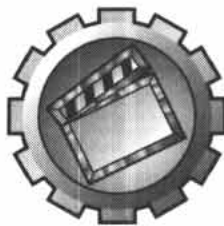
• As Background Resources

MSP always needs workers when in the field, and though it does not pay a salary, it does provide room and board, useful to Player Characters down on their luck. MSP is unlikely to hire Player Characters outright, but its friends may hire them to work with MSP as guards, specialists or rescuers. MSP is especially useful for providing background scenery in military or guerilla campaigns. One can easily imagine scenes of starvation, disease or any horrific example of human suffering; portraying MSP in the field should make an extremely moving backdrop, possibly enough so to encourage the Player Characters to face the harsh, unjust and often deadly realities of life on Terra Nova. Player Characters who realize the atrocity of living on a war-torn planet will be welcomed by the members of MSP, and they can serve as a way to reorient a campaign.



• As Cavalry

MSP makes an unlikely rescuer, at least from combat. Apart from medical evacuation, however, MSP is also the perfect agent to come across and help a group stranded deep in the Badlands or in some other isolated spot, arrange prisoner exchanges, talk warring communities into peaceful resolutions, or even negotiate with rovers (as their neutrality is proverbial). These abilities can be creatively used to extricate Player Characters from many difficulties, especially if MSP is owed a favor by those endangering the PCs, who will themselves now owe MSP an equivalent debt and have the moral obligation to repay it. MSP's humanitarian doctrine prevents them from making too many demands based on these favors, but those who take advantage of the doctors' good-graces may eventually have to deal with their many friends who are bound by no such code.



• As Plot Devices

Several current concerns of MSP could spark adventures. When Seth rides to Fort William to party, he sleeps with a local girl called Zucco Monza. Seth is unaware of the power of the Zucco clan, or that Monza is preparing to run away and join him. The Zucco clan will not take either their dalliance or 'elopement' very well. As well, after MSP announced its Basal plans, a man came to Desert's Edge to warn MSP that this ambition could prove fatal. Since then, various incidents such as fires, thefts, computer crashes and poisoned supplies have upset MSP's preparations. Li is concerned enough to have contacted Proconsul Lang about investigating the matter. Her concern that Southern agents may well have targeted Desert's Edge and MSP from inside the WFP could well result in local Player Characters being visited by Western Intelligence.

NORTHERN CHARACTERS



LI SONG TSU

• Attributes

AGI	-1	APP	-1	BLD	-1	CRE	2	FIT	-1
INF	1	KNO	2	PER	1	PSY	1	WIL	2
STR	-1	HEA	0	STA	20	UD	1	AD	1

• Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Bureaucracy	1	2	F Lang. (Eq. Hisp.)	3	2	Medicine(Surgery)*	4	2
Business	1	2	F Lang. (Intralingua)	2	2	Phys. Sc. (Chem.)*	2	2
Computer	1	2	F Lang. (Mand.)	1	2	Survival	1	2
Cooking	1	2	Leadership	1	2	Teaching	2	2
Drive	1	-1	Life Sc. (Botany)*	3	2	*(specialization)		
First Aid	3	2						

• Background

Li was born in TN 1841 in Yung An to two writers who gave him every encouragement to follow his dreams. As he showed both an interest and an aptitude for medicine, they apprenticed him to one of the Mekong Dominion's leading doctors. As he became more proficient at his profession, however, Li also became less satisfied with the way it was used. In TN 1876, after years of dissatisfaction, he took a position at the Revisionist Hospice in Massada. Here the teachings of the Prophet changed his life and set him on the path of love he still follows. Li is very old and bald, with skin so heavily weathered he seems to be part of the desert. Physically, he is slowly failing and knows it cannot be too many cycles before he can no longer pursue his life's work. Safe in his faith, however, he knows no bitterness.

• Profession

Li has been a surgeon, researcher and teacher for over 70 cycles. The depth of his skills and knowledge is hard to overestimate even if age is slowly crippling him. Technical skill is matched by a loving and unselfish spirit that has helped many to recover from mental wounds as well as physical. His one great disappointment has been his medicinal-botanical research, for he has never had the time to truly pursue it. Furthermore, when he started MSP, Li foolishly signed a contract that gave Rouge-Ferrier a monopoly on his results. However, Li has not let that or anything else detract from the calling to help the sick which is at the center of his life and faith.

• Attitudes

Li believes that at heart all people are good and approaches everything on that basis. He is not naive, but rather believes that he must treat others as he would have them treat him. His decency, combined with his Massadan Revisionist vision of a loving world, gives him an unsettling charisma, and he usually strikes people as saintly, if not quite sane. He still fervently pursues peace as a way of life, an ideology that brings hope for all. Secure in his faith and love of his fellow man, no setback is so great as to deter him.

• Combat Reactions

Li is both a doctor and a life long pacifist, and he will not raise a hand to defend himself. This and his habit of praying for whoever attacks him while they do it is often enough to deter the most hardened assailant. Li is not suicidal and will negotiate, but will never back down on his principles. Considering his age, there is little that Li could do in the event of attack, and a good chance that it would kill him. Li finds strength in his mortality and will stare death in the face when it is his time.

• Contacts

Gilbert Hubert (age 38, specialties: ambush & small arms), county sheriff; Preceptor Bruce Karn (age 70, specialties: botany & toxicology), academic peer; Brother Wilim Kosnar (age 44, specialties: bureaucracy & business), assistant to the First Follower; Mitsutaki Helen (age 32, specialties: tactics & leadership), chief of staff to Proconsul Lang; Soldier Marie (age 22, specialties: first aid & combat), senior Isabella class GREL in Port Arthur; Sara Glitz (age 35, specialties: streetwise & vehicles), Wounded Knee smuggler boss.



Age:	92 cycles
Height:	1.5 meters
Weight:	40 kg
Hair Color:	N/A (bald)
Eye Color:	gray
Handedness:	left-handed



NORTHERN CHARACTERS

03

ELASAIID BROGAN



Age: 45 cycles
Height: 1.65 meters
Weight: 54 kg
Hair Color: black
Eye Color: black
Handedness: right-handed

• Attributes

AGI	0	APP	2	BLD	0	CRE	3	FIT	0
INF	-1	KNO	1	PER	0	PSY	-1	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

• Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Drive (motorcycles)*	2	0	F. Lang. (U. French)	2	1	Teaching	2	3
Computer	1	1	Mechanics	1	1	Vis. Art (Painting)*	3	3
Communications	1	1	Psychology	1	1	*(specialization)		
First Aid (Medic)*	2	1	Survival	1	3			

• Background

Elasaidd was born to unpretentious working people in Newton in TN 1888, but spent most of her youth in Ashanti. Elasaidd demonstrated great artistic talent and her parents arranged for admission to a prestigious art school in Port Oasis. Elasaidd went only because it meant so much to her parents, and though her art and beauty blossomed she was sickened by loneliness, hypocrisy and failed love after failed love. In TN 1911, she fled to the Badlands, going in and out of self-destructive bouts of drinking, promiscuity and drug abuse until in TN 1913 the war sent her fleeing north. Stopping for overnight sanctuary in the newly established Desert's Edge hospital, Elasaidd glimpsed peace and has remained there ever since. Elasaidd is a truly beautiful woman, with pale skin and lustrous black hair. Only a haunting aura of sadness about her mars her dark-eyed allure.

• Profession

Since joining MSP twenty cycles ago, Elasaidd has become a very proficient nurse by dint of diligence and hard work. Whether helping the wounded on the battle field, assisting in surgery or seeing to the needs of the hospitalized, she is coolly efficient, calm and gently caring at all times. She aspires to nothing more than the position of head nurse in MSP, which she already has, and has turned down offers to work in the Fort Henry Medical Hospital. Elasaidd is also a painter of great skill and her works are moving and evocative. Though most hang in Desert's Edge, the few that have become more commonly known are starting to rouse interest in art circles throughout the WFP.

• Attitudes

Elasaidd has found some measure of peace by burying herself in the suffering of others, but has not quieted the demons that drove her from Port Oasis. When MSP is not busy, she hides behind her art and often disappears into her studio for weeks. Knowing so much about pain has given her great empathy for her patients. This, combined with her natural gentleness, makes her a skillful nurse. Many patients have fallen for her, but Elasaidd has rejected all advances, stifling herself for twenty-two cycles. Only Seth has intruded on her ordered world, triggering feelings she is not willing to face.

• Combat Reactions

Elasaidd has never had any combat training and if threatened seems likely to break. Despite her apparent fragility, however, Elasaidd has hidden strengths. While she would do almost anything to avoid violence, willingly negotiating or compromising on most things to do so, Elasaidd would react unpredictably if actually attacked. She may break down and cry or go berserk, hurling herself at her attackers as if bereft of her senses. This is more likely if others are threatened, especially small children. In her love for others, Elasaidd is as strong as she is weak in her love for herself.

• Contacts

Sister Yergin Keiko (age 42, specialties: first Aid & organisation), nurse at Fort Henry Medical Hospital; Austen Wilma (age 82, specialties: herbalism & midwifery), local midwife; Bain Robart (age 50, specialties: art & business), art shop and gallery owner in Fort Henry; Bill-Bob Chandra (age 41, specialties: Gear piloting & tactics), Peace River Defense Force officer and former patient; Sandi Coral (age 39, specialties: art & partying), childhood friend; Helmut Detzer (age 20, specialties: computers & electronics), Norlight hacker and pen pal.



SANCHO ANNA

• Attributes

AGI	1	APP	1	BLD	1	CRE	0	FIT	1
INF	0	KNO	1	PER	1	PSY	0	WIL	1
STR	1	HEA	1	STA	35	UD	8	AD	5

• Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Bureaucracy	1	1	First Aid	2	1	Notice	2	1
Combat Sense	2	1	Hand-to-hand	3	1	Theatrics (Cons)*	2	0
Dance (modern)*	1	1	Invest.(Forensics)*	2	1	Small Arms	2	1
Dodge	1	1	F Lang. (E Hisp.)*	3	2	Survival	1	1
Drive	1	1	Medicine (Surgery)*	2	1	*(specialization)		

• Background

Born in TN 1895 to an impoverished ranching clan, the army was Anna's ticket off the farm in TN 1915, for which she still feels grateful and indebted. Anna served in the 2nd Western Armored Division as a medic, but barracks life bored her. In TN 1920, she took a position in the Fort Henry Medical Hospital. Anna excelled at surgery and administration and after 10 cycles had forged a strong career. Then duty called. Proconsul Lang informed her that she had been recalled to active service at the rank of Lieutenant. She ordered Anna to join MSP, which was going to help in Lance Point, and report on Southern activities. The mission changed Anna's life, giving her a taste for adventure. She decided to stay with MSP, which pleased Lang, and she still serves both masters to the best of her abilities. Anna is a short, buxom woman whose figure hides surprising strength.

• Profession

Anna is a talented if overly clinical doctor, and is very adept at performing complex surgery in the rough. Working with Li has given her the impetus to start her own research, and she is slowly realizing that she prefers the laboratory to working on irritating people. She assists Li in his research, trying to learn and understand as much as possible. She has started thinking about retiring to a nice research position at the Fort Henry Medical Hospital. For the moment, however, MSP's hazardous field operations and her espionage activities are too enjoyable to leave. In her career as a spy, Anna is always careful to keep her cover, knowing that if discovered her usefulness is unlikely to save her life.

• Attitudes

A prosperous citizen and doctor, Anna is a true patriot and will willingly put aside her own ambitions, and even her life, to serve the WFP. She is also arrogant about her skills and her position in WFP society. Looking down on those less skilled, and given to preconceptions about others, Anna is a less than pleasant person. She can at best be waspish and demanding, at worst vitriolic, malicious and derogatory. Anna is aware of these flaws and has become accomplished at hiding them from patients and superiors. Those who work with her, however, realize what she is truly like.

• Combat Reactions

Anna's preferred response to an attack is instant and deadly violence, using the most expeditious means to kill her opponents. Her mission, however, means that Anna has to avoid fighting in order to maintain her cover, and duty comes first whatever her personal preferences. She is well trained and will react passively to any threat of violence, playing the part of the pacifist doctor unless there is no chance of discovery, then she will react violently. If forced into negotiation and compromise, Anna will not forget and she will await an opportunity to exact revenge upon those who humiliated her.

• Contacts

Sancho Clan (numerous ages and specialties); Maderas Hula (age 35, specialties: streetwise & analysis), Anna's control officer; Stirling Jaff (age 53, specialties: leadership & tactics), mercenary and former army buddy; Benitez Jamie (age 24, specialties: riding & carousing), local ranch hand and occasional diversion; Snake Gunter (age 63, specialties: prospecting & survival), old family friend.



Age:	38 cycles
Height:	1.58 meters
Weight:	66kg
Hair Color:	gray-streaked black
Eye Color:	hazel
Handedness:	right-handed



NORTHERN CHARACTERS

03

SAMUEL TSHOMBE



Age:	72 cycles
Height:	1.97 meters
Weight:	128kg
Hair Color:	graying black
Eye Color:	green
Handedness:	left-handed

• Attributes

AGI	-1	APP	-1	BLD	3	CRE	0	FIT	1
INF	0	KNO	0	PER	0	PSY	1	WIL	1
STR	2	HEA	1	STA	45	UD	9	AD	8

• Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Drive	2	-1	Navigation	1	0	Soc. Sc.(Theology)*	1	0
Earth Sc. (Minerology)*	2	0	Notice	1	0	Survival	2	0
First Aid (Medic)*	2	0	Psychology	1	0	Teaching	2	0
Hand-to-hand	1	-1	Small Arms	1	-1	Tinker	1	0
Intimidate	1	3	*(specialization)					

• Background

Born in an isolated mining camp in TN 1861, Samuel knew hard work as soon as he was big enough to carry a bucket. Mining became his trade and he followed it around the Badlands, living as rough as he grew up. In TN 1893, Samuel married a farm girl called Marta and settled down in a town in the Pacifica Range. He, his wife and their growing horde of children had a happy life until a plague struck in TN 1907. With his children dying, Samuel found himself powerless for the first time in his life. Then MSP arrived. The near miraculous recovery of his children touched Samuel deeply, and he became a devout Revisionist. True to the teachings of the Prophet and his own heart and sense of honour, Samuel joined MSP. After 25 cycles, he is still helping. Samuel is a huge, unusually dark-skinned man whose presence is heavily intimidating.

• Profession

Samuel sees himself as a helper of men. Since his conversion to Revisionism, he has put aside material desires and concentrated on living a worthy life. To this end, he works tirelessly at the MSP mission, often acting as lay chaplain in addition to his other duties, trying to bring peace to the dying and wounded. His mining camp experience is invaluable to MSP because he is able to build a field hospital with whatever materials are at hand and has a flair for scrounging and bartering. Samuel also takes his duties as a husband and father seriously, spending as much time as he can with his family, loving them and being there for them whenever he can.

• Attitudes

Peace suffuses Samuel's view of the world; he is at peace with himself and desires it with others. Love is the tool that he sees as the means to this end, and he tries to be loving at all times. Samuel lives in the real world, however, and is not naive. Those who try to take advantage of him will find that he is also as hard as a diamond drill when necessary. Those who press him too far discover Samuel's great shame, his temper. When he loses it, his fists fly and whoever caused the rage soon wishes he had not.

• Combat Reactions

Samuel is a pacifist and will not fight to defend himself, his faith sustaining him in the face of death, but any attack on his family or those he loves will cause him to retaliate. Normally though, Samuel relies on his size and cold, imposing presence to dissuade others from attempting violence. He has also become very adept over the years at intimidating attackers into backing off and then negotiating a mutually acceptable compromise. If forced into a fight, Samuel prefers to disable rather than kill and for that reason is more likely to use his fists than a weapon.

• Contacts

Berengar Tshombe (age 38, specialties: teaching & history), his eldest son, a teacher in Fort William; Sister Lebou Tshombe (age 36, specialties: psychology & meditation), his daughter in Massada; Rikard Tshombe (age 36, specialties: tactics & combat), Lebou's twin, black sheep and Northern Guardsman; Rial Tshombe (age 30, specialties: singing & songwriting), his daughter in Canterbury; Jobe River (age 75, specialties: mining & ca-rouing), old mining buddy; Ehud Bestine (age 70, specialties: speleology & theology), old friend and counsellor in Massada; Benni Westron (age 39, specialties: riding & husbandry), his son-in-law.



SETH ONSLOW

• Attributes

AGI	2	APP	1	BLD	-1	CRE	1	FIT	-1
INF	0	KNO	1	PER	0	PSY	-1	WIL	1
STR	-1	HEA	0	STA	20	UD	1	AD	1

• Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Ambush	1	2	Drive (motorcycles)*	3	2	Notice	1	0
Camouflage	1	1	First Aid (Medic)*	1	1	Small Arms	2	2
Combat Sense	2	0	Ground Gunnery	2	2	Tinker	1	1
Dodge	1	2	Mech. (motorcycles)*	2	1	*(specialization)		

• Background

Seth was born in Adelaide on Earth in A.D. 6100 and conscripted away from his chosen career as a motorcycle racer in 6116. Trained as a motorcycle scout, his was amongst the first units to land on Terra Nova. He fought for the duration, never once being injured. After the war, Seth's services were still needed to patrol the lands around Port Arthur, but discipline was sorely lacking at the refugee camp. While drugs, partying, women and riding for fun kept him occupied for a number of cycles, Seth eventually set out to try to find something more, even if he was not sure what. Heading north, he stopped at Desert's Edge and has not moved on for the last five cycles. Seth is tall and near anorexic thanks to his frantic lifestyle, yet delicate features, sun blond hair and long lashes make him undeniably attractive. He is usually found wearing dirty black overalls and covered in grease.

• Profession

Seth is a motorcycle rider before anything else. It was his first love and despite all the upheavals it remains so. He is always seeking more extreme riding challenges, shrugging off the injuries he collects. A competent medic familiar with the rigors of the field, Seth is useful to MSP even if he tends to be rather disinterested in the reasons behind what they do. He enjoys his colleagues' company, however, and is loyal to them, if not MSP as a whole. When not in the field or recovering from an accident, Seth is a serious party animal and uses drugs, drinks and womanizes to an extent that few in MSP realize.

• Attitudes

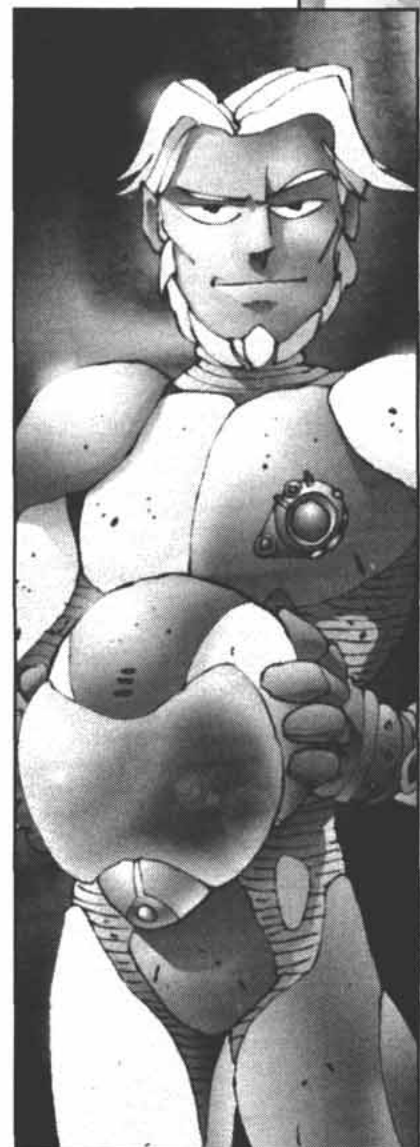
Seth's service with MSP is purely self-centered: he is looking for a purpose on this new world. His extended stay at Desert's Edge, which is how he sees it, is due solely to Elasaïd, whom he is deeply in love with though he refuses to admit it to himself. So far, he has been unable to bring himself to leave. Seth has always hidden from himself by living life beyond the fullest and having only shallow relationships. Confusion over Elasaïd is driving him to new extremes, and he is verging on a death wish but never quite crosses that line.

• Combat Reactions

Seth cares so little about most things that it is difficult to provoke him to violence. Sometimes, it seems that even his own imminent death would not rouse him from his apathy. If the situation matters enough to him, however, Seth is a fearless, skillful and devious fighter. If he fights on a motorcycle, he tries to use it as a weapon as well as a vehicle. Seth is not likely to negotiate anything since it will be either an issue that he will fight for, or an issue he does not care about. Threatening or hurting Elasaïd is the only sure fire way to provoke Seth into acts of extreme violence.

• Contacts

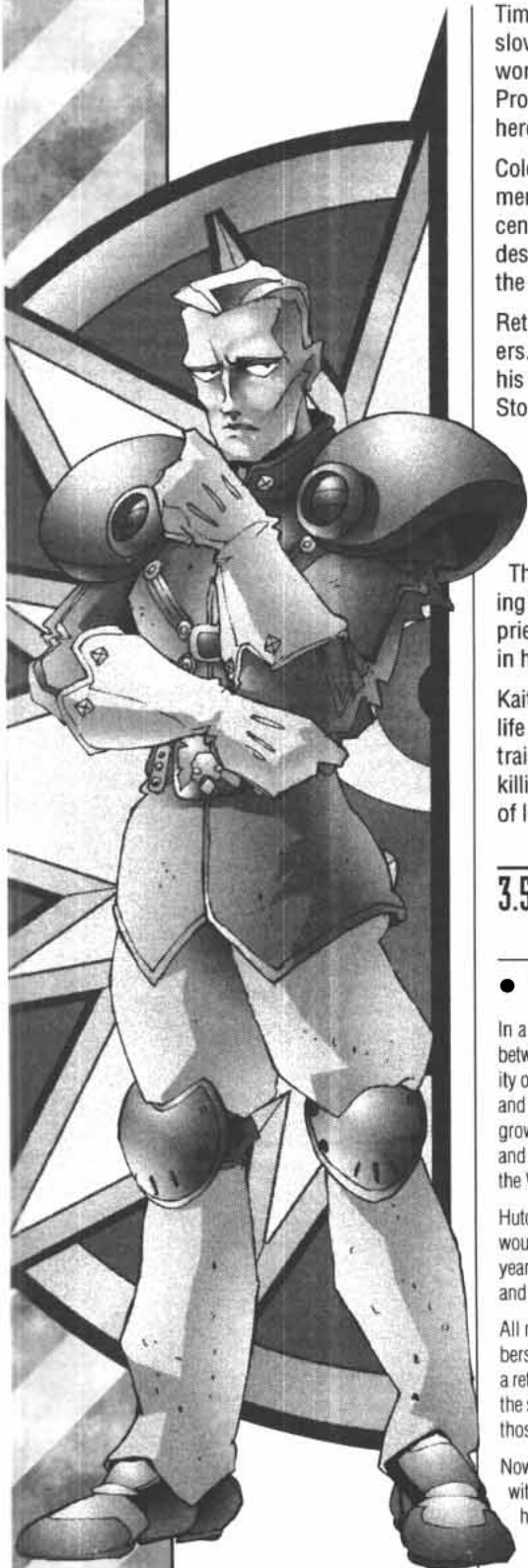
Crassman Davoud (specialties: horticulture & motorcycling), local fellow motorcycle lover; Nitron-Bomb (various ages and specialties), a rowdy shock band he often parties with; Mordred Joshua (age 22, specialties: weaponry & combat), a friend living in Jan Mayen; Crewe Lorie (age 66, specialties: mechanics & streetwise), a scrap merchant with a shop in Fort Henry; Sheen Bazza (age 44, specialties: motorcycling & carousing), West Frontier Protectorates motocross champion; Gerad Heiler (age 26, specialties: streetwise & contacts), his drug supplier; Zucco Monza (age 27, specialties: dancing & carousing), a casual bed partner who could prove to be more trouble than he realizes.



Age:	45 cycles
Height:	1.85 meters
Weight:	70kg
Hair Color:	white blond
Eye Color:	blue
Handedness:	left-handed



3.5 THE WATCHERS



Times are changing on Terra Nova. The peace following the War of the Alliance is eroding, slowly being buried under the sands of ignorance and ambition. A world once united is now a world divided; the only hope is unity — unity under the banner of Revisionism and the Gentle Prophet. The Watchers' ultimate goal is to ensure that the Prophet's faith is not sullied by heretics, but grows pure and strong to one day unite Terra Nova.

Colonel Alexander Dänte, commanding officer of the *Avenging Scythes* Heavy Gear regiment, serves as the closest thing the Watchers have to a leader. Rather the stable and hard center of the group, he balances out the extremes of the other members. Called upon to serve despite himself, Dänte is determined to make the best of his calling and serve his church to the best of his abilities.

Retired judge Johannus Stoller is the most aggressive and reactionary member of the Watchers. Armed with a powerful reputation as a no-nonsense "hanging judge," Stoller has brought his cold ire to the Watchers. He drives them to deal more and more harshly with "heretics." Stoller's intransigence hides his own sins.

Lady Reverend Eveanna Ritche is a glamorous counter-point to Stoller. A trideo evangelist and reputed faith-healer, she brings charisma and popular recognition to the cabal. Her passionate style only hints at the power of her faith, which allows her to stand against the disdain of Judge Stoller.

The spiritual center of the Watchers is undoubtedly Abbot Joh Ison. A seemingly unassuming man, Abbot Ison is a prominent monk charged with educating many of those who join the priesthood. Those who have seen him speak of the Prophet know the terrible fire which burns in his soul.

Kaitan Setha, is the most dangerous of the Watchers. Formerly a streetwalker saved from a life of destitution by Reverend Hutchison, she is fueled by a powerful fanaticism and has been trained as a killer and intelligence agent. Profoundly disturbed, she takes great pleasure in killing for her faith. The conflict between her methods of seduction and pain and her theology of love and kindness is lost on her fractured psyche.

3.5.1 OVERVIEW

• Background

In a world where war is not a distant nightmare but a constant reality, the need for vigilance is paramount. The line between friend and foe has blurred, and even within the stability of Norlight society and Revisionism lurks the possibility of dissent. Second Follower Thor Hutchison, ever calculating, has become worried about the integrity of his church and that of the secret council referred to as the Prophet's Shield. Founded over 50 cycles ago, the Shield has fostered the growth of Revisionism, attracting those with fundamentalist beliefs and power. Hutchison knows that power corrupts and that even the most pious are never entirely free from temptation. For this reason, the Second Follower established the Watchers.

Hutchison needed a group that he could place outside the structure of the Prophet's Shield and whose principal duty would be to root out "heretics" (those who could pose a threat to the Shield and more generally to Revisionism). After years of careful screening and selection, which included a number of subtle tests to gauge an individual's loyalty, faith and above all secrecy, the Watchers were formed.

All members were personally interviewed by Hutchison before being allowed to the mysterious group. The five members include Colonel Dänte, the decorated commander of the *Avenging Scythes* Heavy Gear regiment; Johannus Stoller, a retired judge known for his stern personality; the Evangelist Lady Reverend Eveanna; Revisionist scholar Joh Ison and the secretive Kaitian Setha. Although not fanatics, the Watchers strongly believe in what they do and are willing to make those sacrifices necessary to make Sorrento Revisionism strong, thereby strengthening the North.

Now, after seven cycles of activity, the group has amassed a substantial database of individuals and groups within and without the Shield whose actions or beliefs pose a threat to the church. This information is kept at the Watchers' headquarters, a huge mansion overlooking Port Aurora. They also maintain "offices" in Sorrento and Exeter, which hold some of their records as well.



• Group Dynamics

The Watchers' mission to keep tabs on the members of the Prophet's Shield and potential Northern subversives has made them somewhat paranoid, limiting the number of people they trust. The Watchers only trust each other as much as they have to in order to fulfill their tasks, and each member hoards information on the others. Judge Stoller is becoming far more vocal in his views and is slowly becoming the linchpin of the cabal. His pragmatic nature and keen intellect make him an excellent choice as leader, though his sexist and conservative remarks have at times caused tension between himself, Setha and Lady Reverend Eveanna. Second Follower Hutchison is aware of the growing tension in the cabal and is considering reassigning some of the members or imposing a leadership candidate of his own.

DYNAMICS CHART

• Colonel Dante

Judge Stoller:	A wise but stern man.
Abbot Ison:	His faith will blind him.
Lady Reverend Eveanna:	Overly manipulative.
Kaitian Setha:	Quiet, but deadly.



• Judge Stoller

Colonel Dante:	A respectable patriot.
Abbot Ison:	His faith is strong, but I doubt his conviction.
Lady Reverend Eveanna:	Her methods are questionable.
Kaitian Setha:	Necessary... for now.



• Abbot Ison

Colonel Dante:	The Prophet's sword.
Judge Stoller:	May the Prophet bless his soul.
Lady Reverend Eveanna:	Her actions are blessed by Mamoud.
Kaitian Setha:	A lost soul.



• Lady Reverend Eveanna

Colonel Dante:	A troubled man.
Judge Stoller:	Determined and arrogant, an admirable combination.
Abbot Ison:	Too fanatical and devoted.
Kaitian Setha:	A child prodigy?



• Kaitian Setha

Colonel Dante:	Wise and gentle, but lacks confidence as a leader.
Judge Stoller:	Despicable, but respects honor.
Abbot Ison:	The truth in darkness.
Lady Reverend	Eveanna: Bitter attraction.



• Current Concerns

The Watchers ensure that the other members of the Prophet's Shield do not stray from the path of righteousness. In the hands of Judge Stoller, they have taken a more active interest in rooting out and dealing with opponents to their faith. Although Hutchison is aware of the Watchers' increasingly inquisitorial stance, he has refused to use any form of direct intervention. Their extensive contacts within the Northern Guard Intelligence Service and the Shield have allowed them to mount a number of campaigns against "immoral" elements within the NLC, resulting in a number of people disappearing or being "reeducated." The Watchers have focused their attention on those who voice their views in private, since they are seen as dangerous and subversive. Now not even the bedrooms of Northern citizens are safe from the prying eyes of the Watchers.



3.5.2 ALLIES AND ENEMIES

The Watchers' current activities, although carefully hidden from most, have resulted in a number of other parties becoming interested in those responsible for these actions. Some want nothing more than to discover who is behind it all, while others are equally interested in keeping the group a secret.

• Bishop Andreus



A middle-ranking member of the Jerusalemite church, Bishop Andreus has come under pressure from the Watchers, who see his religion as a threat to Mamoud. Their actions have only been aimed at reducing Jerusalemite influence in the North, but Bishop Andreus has become fearful for his people, who largely live in ghettos within the NLC. He has taken steps to solidify his position and informed his superiors that a pogrom might be in the making. Bishop Andreus hopes to uncover those responsible and present his findings in Massada.

• Brother Nethial



A close friend and mentor of Kaitian, Brother Nethial is the one shoulder she can always lean on. He is the only person to whom she ever talks about her past and, more importantly, her present. Nethial knows about the Watchers and their actions, but his love and respect for Kaitian has prevented him from telling anyone. He knows that war looms over the horizon, and although the Watchers' deeds are harsh, he hopes that something good will come from them. To clear his conscience, he has kept a journal of each of Kaitian's visits, compiling a written account of the Watchers' activities.

• Heroimo Yethar



Heroimo is the Watchers' primary contact outside the CNCS. This Southern Republic bureaucrat has been a silent follower of Mamoud since his parents emigrated from the North shortly after the War of the Alliance. Heroimo has been secretly helping the Watchers spread their faith into the Badlands and the AST. Heroimo's few sympathetic contacts within other departments allow him to aid the Northern cabal in a number of beneficial ways. His contributions have involved giving the Watchers a list of the Revisionists living within the Allied Southern Territories and starting a Southern chapter of the Prophet's Shield.



DISAPPEARING ACT

(Northern Inquirer, 17 Autumn TN 1930) — Port Aurora police remain baffled by the strange case of Maximillian Marcos. Marcos, a man in his 60s, was reported missing by a close friend last week, but when police entered Marcos' apartment on Cliffview Boulevard they found it stripped bare. According to Alex Regan, the new landlord of Cliffview apartments, and several other tenants, no one has lived in the apartment for over a year. None of them remember a Maximillian Marcos.

According to his friend (who wished to remain anonymous), Marcos was a former priest who left the church in the 1920s after becoming disillusioned with it. Marcos, supposedly an orphan and an outspoken critic of Reverend Thor Hutchison, published *Prophet's Secrets*, a controversial newsletter informing the public of the many faces of the Reverend and his Church. Thus far, aside from his friend's testimony, no official proof or evidence of Maximillian Marcos' existence can be found. Now in hiding, his friend claims that all records of him were intentionally erased. He can only point to Marcos' name in the byline of the *Prophet's Secrets* newsletter and a picture taken after the War of Alliance at a social engagement. In the photo, a slender man, presumably Marcos, is shaking hands with Judge Johannus Stoller, now retired. Judge Stoller was unavailable for comment.

Investigators have yet to close the case. According to police spokeswoman Detective Inspector Lara Molinari, the police believe that "Marcos" was an alias used by a con man to dupe locals. The motivation for such a scheme remains unclear, since none of Marcos' acquaintances have reported giving him anything of value.



3.5.3 THE PROPHET'S SHIELD

Secret societies and cells have always abounded within the many religions of humanity, and Revisionism is no exception. The Prophet's Shield was established to ensure the destiny of Mamoud and Revisionism in the North and eventually, the rest of Terra Nova. In the pursuit of this goal, the Prophet's Shield has had to make a number of sacrifices, at times going against the peaceful teachings of Mamoud. The price of faith and dreams is always high.

• Background

The Prophet's Shield was originally formed at the church council of TN 1880 as an alliance of Thor Hutchison's religious allies. Through his careful leadership it has not only shaped the church into what it is now, but has taken steps to ensure its fruition as a dominant force within the North.

Originally, the Prophet's Shield did nothing more than debate and set church edicts, but over the cycles it became apparent that something more than philosophizing was needed to lead their league onto the righteous path. At first, the members used their contacts to aid the church's expansion, obtaining the funds and resources necessary. Now, over 50 cycles later, the members of this secret council hold subtle though substantial power and influence over the many city-states of the NLC, allowing them great leverage in expanding and furthering the Sorrento Revisionist church.

• Specifications

The Prophet's Shield, as far as the Watchers know, is organized along a pyramidal structure. At the top is the Second Follower and his most trusted advisors, directing the actions of the Shield, but never becoming personally involved. The second tier, below Hutchison, is composed of high-ranking members of the church, each personally selected based on their ambition, faith and loyalty. Through their influence over select members of their flocks, the second tier wields substantial power and monetary resources. It is the third and final tier that forms much of the Shield's power-base. Consisting of respectable, influential and at times famous citizens, the third tier knows very little about the Shield as a whole. Amidst the mountains of the North, across its cities, in government offices and corporate boardrooms, members of the third tier can be found: church members, prominent businessmen, scholars, thinkers, politicians and celebrities. Although the Prophet's Shield can count on their unwavering support, not every member knows the council's true purpose or motives aside from the worship of Mamoud. To them, the Prophet's Shield is only a group of like-minded individuals encouraging the faith of Mamoud by organizing charity events and relief work for those in need, or nothing more than an exclusive social club for the elite of the NLC.

• A Network of Favors

The Prophet's Shield is careful when using its influence, taking the proper steps to ensure that nothing comes back to haunt them. The Shield accomplishes its goals by "asking" favors of its members, gaining access to their resources. As far as the Watchers know, only those within the second tier and a select few in the third may obtain these favors. Members are usually not given reasons for these requests; in those rare cases when they are, the Shield first ensures total secrecy. The second tier usually divides a request among three or more third tier members so as to better keep their true needs hidden. This often results in strange and enigmatic demands which make little sense on their own.

When assembled by Hutchison, the Watchers were given the unique status of being able to oversee the second tier and request favors of them, to gain the resources they needed to carry out their task of surveillance. Second tier-member Abbot Ison functions as an intermediary between the Shield and the Watchers, making the requests during meetings with other members of his tier. On more than one occasion, the Watchers have unknowingly furthered the Shield's schemes. Indeed, Abbot Ison allows members of the second tier to "use" the group for their own purposes in order to ensure good faith between the two groups.

Although the Watchers' requests are almost always granted, they remain wary about asking the Shield for too much. Instead, in most cases they rely on their own personal contacts to get things done.

In terms of favors, the Watchers have access to an extensive infrastructure allowing for monetary resources and sensitive information to be used by the group on a regular basis. They can also circumvent or use local and league law enforcement agencies, often arranging for the police to "happen" to be at the right place at the right time.

• Plot Uses

There are a number of ways the Shield and its network can interact with the Player Characters. If the characters have any contacts that are part of the Shield (most likely the third tier), they could well have a very potent ally, possibly capable of pulling some strings to help them out. Such requests, however, usually carry a substantial price. The characters may be asked by strangers to do certain favors, thereby dragging them deeper than they ever wanted to be into a web of intrigue. Favors often include gathering information or delivering a message or package. If the characters are members of the military, they could find themselves involved in special covert operations within the CNCS, the Badlands or even the AST. The Characters could also be labeled as undesirables or as possible threats and could find their lives in ruin as the Shield, or the Watchers, attempt to silence their "immoral" ways. Even the most paranoid character will take some time to piece together any type of clue or indication that the Shield was involved. No matter which side the characters become involved with, the danger in associating even marginally with the Shield is grave, especially if they are not fervent Revisionists.



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3.5.4 PLOT RESOURCES

The Watchers provide the Gamemaster with a secretive and shadowy group that can serve as either a benefactor for the Player Characters or as a sinister antagonist. It functions better as a subtle and discrete element within Heavy Gear campaigns. The members of the Watchers should remain in the shadows, but their presence should be felt — it is the enemy that cannot be seen which is the most dangerous.



• As Allies

The Watchers' potential as allies is great given their resources and ability to get things done. Associating with the Watchers means that the characters must first demonstrate their faith and, above all, loyalty to the church. Failure to do so is to invite death or banishment. If the Characters share the same ideology, they could find their positions enhanced, earn promotions or monetary gains, or increase their prestige. However, this all carries a price. Should Hutchison decide to disband the Watchers, the characters could find themselves used as scapegoats or simply end up dead. In such a case, the Player Characters will need to scramble to prove themselves still useful to the Second Follower if they are to remain within the fold.



• As Opponents

There are a number of ways the Watchers could become involved with the characters in an adversarial manner. If the characters have any enemies within the Prophet's Shield, the Watchers could be called in to deal with the them as "immoral" elements. This pits the characters against the Watchers, who will slowly attempt to destroy the characters' lives by marginalizing them and turning their allies into enemies. Also, if the characters belong to any group deemed heretical, the Watchers would become interested in discovering all they can then deal with the PCs. Player Characters who belong to the church can also be targeted by the Watchers. They are among the most fanatical of Thor Hutchison's followers, and part of their mission is to root out internal dissension. PCs who oppose Hutchison's fundamentalist agenda make for quite legitimate targets.



• As Background Resource

If the Player Characters come to work for the Watchers it is unlikely that they would know who hired them or why. The Watchers would probably use some sort of intermediary who would pay the characters well and keep them equipped with the latest technology or devices. As long as they do not question their assignments or start probing too deeply into their employers' identities, the characters are assured of interesting (and dangerous) jobs. The initial contact the characters have with the Watchers should be mysterious but as they build a stronger link, the characters could become privy to some of their secrets. More generally, the Watchers can be used to add a touch of paranoia to a campaign. Once the Player Characters catch a glimpse of the secret society and hidden conspiracies in their midst, they will never see the campaign world quite the same again.



• As Cavalry

For the Watchers to ever to become personally involved in the lives of the characters means that they must have some vested interest in them. One such possibility is that as the prospect of war approaches, the Watchers need to find those who will be loyal to them and their cause. Aid from the Watchers could come in almost any manner, from the timely arrival of reinforcements (police of *Avenging Scythes*) the "coincidental" discovery of some crucial piece of information to financial assistance. Of course, nothing is free and the Watchers could come knocking at any moment, asking for a "little" favor from their "brothers." These little favors may often seem extremely innocent — perhaps a simple delay in processing a piece of paper work — but will often have ominous outcomes. Unprocessed paperwork can lead to delays in medical funding, after all...



• As Plot Devices

The Watchers serve perfectly as the catalyst for events in the growing tension of Terra Nova. Their plots and actions against questionable members of the Prophet's Shield and "heretics" could have dire repercussions within the CNCS. Should they be discovered, the schism between Massadan and Sorrento Revisionism may further divide the planet.

On a more immediate level, the Watchers can serve to bring military-based characters into the intrigues and complexities of the NLC. For instance, the characters could find themselves attached to the *Avenging Scythes* and under the watchful eye of Colonel Dante. Another way of getting player characters involved with the Watchers is through Kaitain Setha: her troubled past can be a link between her and one of the characters. Both can lift the veil of civility and expose the world of Norlight religious intrigue.



ALEXHANDER DÄNTE

• Attributes

AGL	0	APP	1	BLD	0	CRE	2	FIT	0
INF	2	KNO	1	PER	1	PSY	-2	WIL	2
STR	0	HEA	0	STA	25	UD	5	AD	4

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureau	1	1	HG Pilot	2	0	Notice	1	1
Combat Sense	2	1	Gunnery	2	1	Small Arms	2	0
Dodge	1	0	Leadership	3	2	Survival	1	2
Electronic Warfare	1	2	Melee	1	0	Tactics	3	2
Etiquette	2	2	Hand-to-Hand	2	0			

• Background

Colonel Dänte, commanding officer of the 7th Norlight Heavy Gear Regiment — *Avenging Scythes* — is the epitome of a military officer; an image he himself fosters to hide his own insecurities and troubled psyche. Born in Exeter in TN 1886, Alexander was raised in a family whose military traditions stretch back countless generations, a family in which he was expected to join the military from an early age and live up to his name. Burdened by such high expectations and under constant pressure to succeed, Alexander attempted suicide twice as a means of escape. It was finally the teachings of Mamoud that let him find inner peace. Alexander was a chaplain, tending to the spiritual needs of his regiment, when Earth invaded Terra Nova. He was the only one of his siblings to survive the War of Alliance, a fact which still haunts him to this day.

• Profession

Unlike his two brothers, Alexander never aspired to command a regiment, instead enlisting as a chaplain with the *Avenging Scythes*. During a poorly planned assault on a defended ridge, the regiment was caught in vicious crossfire as the CEF forces led a counterattack. With most of the *Scythes'* officers dead or wounded, confusion washed over the Northern Gears and the Earth forces made short work of them. All seemed lost, until Alexander led a desperate attack which completely caught the defenders off guard and allowed the *Scythes* to retreat and wait for reinforcements. It was after this display of heroics that Alexander was promoted to Lieutenant and eventually granted the command of the regiment in TN 1925.

• Attitudes

Alexander feels guilty for being his family's sole survivor; during times of stress, the memories of his dead brothers plague him. Only under the facade of his military duties and his faith can he hide from the torment he feels — torment which has brought him close to suicide on more than one occasion. For Alexander, the only salvation is his faith and his strong fundamentalist belief in the dream of a united Terra Nova under Revisionism. Although not a blind zealot, he does understand the need for action against those who would turn their backs on the Prophet and his teachings.

• Combat Reactions

Although he is an inspirational leader, able to propel his men to greatness, and an adequate tactician, combat is a trying experience for Alexander. He understands that to have peace, one must be able to fight and, more importantly, sacrifice oneself for one's ideals. This determination, coupled with his deeply buried suicidal feelings, often leads Alexander into extremely dangerous situations, putting his faith in Mamoud to the test. So far, the Prophet has smiled on him and saved him from almost certain death. For Alexander, every battle won is one step closer to the realization of the Prophet's dream, or one step closer to his own death.

• Contacts

Maghean Devous (Age 53, specialties psychology & medicine), a psychologist whom he meets with in secret; Sister Khella Dean (Age 24, specialties religion & philosophy), a young follower of Revisionism who has attracted his eye; Sergeant Major Thomas Ferro (specialties tactics & leadership), the *Avenging Scythes* Regimental NCO who has begun to doubt Alexander's ability to lead the regiment and is keeping tabs on him.



Age:	47 cycles
Height:	1.84 meters
Weight:	72 kg
Hair Color:	blond
Eye Color:	gray
Handedness:	left-handed.



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JUDGE JOHANNUS STOLLER, RETIRED



• Attributes

AGL	1	APP	1	BLD	0	CRE	1	FIT	-1
INF	3	KNO	2	PER	1	PSY	1	WIL	2
STR	0	HEA	1	STA	30	UD	3	AD	3

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureau	2	2	Investigate	2	1	Soc. Sc. (Theology)*	2	2
Etiqu. (Manipulation)*	3	3	Law	2	2	Theatrics	3	3
History	1	2	Leadership	2	3	*(specialization)		
Intimidate	2	0	Literature	1	1			

• Description

Approaching his 117th cycle, Johannus Stoller's eyes still betray his ardent intensity to those who know him. The former Judge and CNCS councilor, a legend of sorts in his native Valeria, is known as a ruthless enforcer of the law and famous for his deeply righteous sense of morality. More than one person let out a sigh of relief when news came of his retirement. Stoller was feared as a judge because he applied his harsh interpretation of the law with unwavering determination to those he labeled moral deviants. A latecomer to Revisionism, having always placed the law before religion, he has become a devout follower of the faith's more conservative and fundamentalist wing. It was his stern personality and views which first brought the celebrated judge to Thor Hutchison's attention, and after a few meetings he decided to offer Stoller the opportunity to become a member of the Prophet's Shield.

• Profession

Stoller began his career as an ambitious lawyer. At the relatively young age of 45, he was elected judge. Those unfortunate enough to disagree with Stoller often found themselves facing a man who not only believed in his own righteousness, but demanded it from others. Stoller's rise culminated in his nomination as CNCS Councilor in TN 1912. It was during this time that he became a staunch Revisionist. His harsh views were agreeable to Revisionist fundamentalists, but attracted a large number of opponents as well. Luckily, the War of Alliance silenced his detractors and Stoller campaigned long and hard to punish those who collaborated with the CEF. After the war, sensing a shift in public opinion, Stoller retired and joined the Prophet's Shield.

• Attitudes

In Stoller's mind, there is only right and wrong. To do right is not merely an option but a priority and a duty for every Northern citizen, and those who deviate must be severely punished. The recent contact with the South and its sinful ways has made Stoller fear for the sanctity of the Northern way of life. Only under Revisionism can the North find the tools it needs to fight these influences. However, Stoller's fiery determination to eradicate moral deviants has blinded him even to his own transgressions and vices. In his eyes, he can do no wrong.

• Combat Reactions

Stoller is much too old to even contemplate combat, but this does not stop him from applying violence to those he sees as a threat to Second Follower Hutchison in particular and to Revisionism in general. Stoller has amassed a number of contacts within several of the CNCS police forces who share his views, and whom he often calls on to deal with "heretics." These contacts watch out for each other and, already, a number of missing person cases have stalled, the investigations blocked from within. Stoller surrounds himself with bodyguards and henchmen who are loyal and well trained to protect him.

• Contacts

Commissioner Bella Jermina (Age 54, specialties: police work & bureaucracy), a close acquaintance who shares his views; Nera Vanfetter and Tara Kepler (Ages 19 and 25, specialties: socializing & pleasure) two of Stoller's mistresses whom he meets in secret; Anton Darco (age 35, specialties: science & piloting), the determined brother of Seana Darco, an exotic dancer who went missing last cycle and is currently being "reeducated" by Stoller to teach her the error of her ways.



Age:	117 cycles
Height:	1.72 meters
Weight:	61 kg
Hair Color:	white
Eye Color:	black
Handedness:	right-handed



LADY REVEREND EVEANNA RITCHE

• Attributes

AGL	1	APP 2	BLD	0	CRE	1	FIT	0	
INF	2	KNO	1	PER	1	PSY	1	WIL	1
STR	0	HEA	0	STA	25	UD	3	AD	4

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	1	Investigation	1	1	Psychology	2	1
Business	2	1	Leadership	2	2	Sleight-of-Hand	2	1
Computer	1	1	Medicine	1	2	Theatrics	3	3
Etiquette	3	2	Melee	1	1	Visual Art	1	1

• Background

Very few faces are as well recognized in the CNCS as that of Lady Reverend Eveanna Ritche; the owner, producer and star of Hermes 72's most famous evangelist program — *The Light of Truth*. Every week, from her prestigious studio in Sorrento, she broadcasts her show to millions of the faithful who tune in to hear her impassioned sermons. The reverend is known to perform miracles on stage, cure the blind and predict natural disasters. Although most of what she does is for show, Eveanna strongly believes in her calling — giving hope to those who desperately need it. During the Earth invasion, she often took her show to the front lines to entertain the troops, helping them forget the horrors they witnessed daily. Hutchison has at times voiced his concern about her methods. Private conversations between the two, however, have shown him that Eveanna not only believes in Mamoud, but that they share certain viewpoints.

• Profession

Born to a conservative family, Eveanna was raised with a strict Revisionist upbringing and a strong work ethic. At the age of 18 cycles, she left the priesthood after three cycles of studies, to the disappointment of her father, and ventured into the entertainment industry with NorthCom studios. A dynamic and enterprising individual, she soon left the studio to start her own, and *The Light of Truth* was born. From its humble beginnings, Eveanna has transformed her program and company into one of the most successful in the NLC. Her show attracts not only the poor but also influential businessmen, corporations and politicians, amassing an impressive network of contacts and patrons which places her among the top ten producers in the CNCS.

• Attitudes

Although Eveanna is a shrewd businesswoman and has no qualms about using her power and influence to get what she wants, she genuinely believes in the hope of Mamoud's dream. A realist at heart, having witnessed firsthand the bloody battles of the War of Alliance, she knows that such a dream has no future amidst the sands of Terra Nova, unless radical steps are taken to ensure its fruition. She has taken her role in the Watchers with great zeal and knows that, though her group's motives might be questionable, their ultimate goal is worth their sacrifices.

• Combat Reactions

As unlikely as it seems, Lady Reverend Eveanna is no stranger to combat. Though she has no formal training, her experience during the War of Alliance has taught her a thing or two about war. Her position as a celebrity has in recent years brought her close to physical altercations with obsessive fans or religious fanatics. If she can, she prefers to talk to these individuals, to try and understand their motives and to help them, thus fostering her image as a holy person. If this fails to work, then her legion of bodyguards deal with the poor fool.

• Contacts

Joseph Barra (Age 42, specialties: business & theatrics), her husband and president of Divine Trid; Arraño Gusmann (age 65, specialties: bureaucracy & business), one of her secret benefactors, a retired CEO from Valeria; Irene Justine (age 45, specialties: social science & teaching), a close friend and professor at the University of Valeria; Thex Tamarra (age 56, specialties: business & theatrics), the owner of NorthCom studios, he is interested in buying *The Light of Truth*.



Age:	38 cycles
Height:	1.54 meters
Weight:	54 kg
Hair Color:	red
Eye Color:	green
Handedness:	right-handed



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ABBOT JOH ISON



Age: 57 cycles
Height: 1.56 meters
Weight: 52 kg
Hair Color: brown
Eye Color: brown
Handedness: left-handed

Attributes

AGL	0	APP	0	BLD	1	CRE	1	FIT	0
INF	1	KNO	2	PER	1	PSY	1	WIL	2
STR	0	HEA	1	STA	35	UD	4	AD	4

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Etiquette	1	1	History	2	2	Philosophy	2	2
Leadership	1	1	Soc. Sci. (theology)*	2	2	Teaching	3	2
First Aid	1	2	Literature	1	2	*(specialization)		
F Lang. (Indo-Ar.)*	2	2	Notice	1	1			

Background

Abandoned by his parents in the city of Sesshu, Joh Ison was raised from the age of two by the loving care of the Revisionist church. Throughout his childhood, Mamoud became not only a father-figure to him, but a source of happiness as well. This outlook gradually changed as he grew up and witnessed, at times firsthand, the inadequacies and failings of the world around him. His first reaction was to isolate himself in pious contemplation of Mamoud, a startling decision for a twelve cycle-old. His contemplation often included fasting, which Joh claimed gave him a better understanding of his faith and the Gentle Prophet. It was after a vision that he made the decision to officially join the ranks of the priesthood. During the next 19 cycles, Joh divided his time between his studies and regular pilgrimages to Massada, eventually becoming a renowned Revisionist scholar.

Profession

Whereas a number of people join the priesthood because of its inherent status and distinction, or as a mean of social betterment, Joh did so because he felt it was what Mamoud intended for him. Although a recognized authority on the Prophet, Joh was often passed up for advancement by more ambitious (though narrow-minded) colleagues. Nonetheless, he continued his contemplative ways and, in TN 1924, was rewarded by being promoted to abbot and charged with training new members of the priesthood. Joh has been instrumental in shaping the recent generation of Sorrento Revisionist priests, instilling in them a righteous sense of devotion and duty towards the Gentle Prophet. Abbot Ison joined the Watchers without hesitation because he knew it was what Mamoud desired.

Attitudes

Abbot Ison, at first glance, appears to be a quiet and contemplative person who is known for his insights and understanding of the word of the Prophet. Little brings happiness to him except spreading Mamoud's teachings to those who are willing to listen. Underneath this exterior is a man to whom the words of Mamoud are the only truth worth fighting for. Through his countless journeys and pilgrimages from Sorrento to Massada, Joh Ison claims to have witnessed visions of the Prophet and revelations of the direction that the people of Terra Nova should follow.

Combat Reactions

Abbot Ison is a man whose sole passion is his faith. He knows that violence was an anathema to the Gentle Prophet, but he does understand the need for force in defending Revisionism from those immoral few whose actions threaten the authority of the Church. When faced with those who refuse the Prophet's truth, Joh feels justified in taking what action is needed, but out of respect for his faith, he fasts and prays for days hoping for a vision, and to purge his soul of sin.

Contacts

Angello Degas, (ages 29, specialties: Revisionist lore & history), a promising student; Nancia Hethoe (age 34, specialties: social sciences & teaching), the director of the Sessu orphanage Joh was raised in; Sister Kobelah (age 55, specialties: theology & philosophy), his contact and debating partner in Massada; Andreas Mikouhev (age 31, specialties: literature & history) a well known author currently working on a biography of the Abbot; Reverend Judas Jethro (age 67, specialties: intimidation & theology), Joh's principal opponent within the church.



HAITIAN SETHA

• Attributes

AGL	2	APP	-1	BLD	2	CRE	0	FIT	2
INF	0	KNO	0	PER	2	PSY	0	WIL	1
STR	2	HEA	1	STA	40	UD	10	AD	9

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	2	2	Social Scince	1	2	Small Arms	2	2
Combat Sense	2	2	Intimidate	1	2	Stealth	2	2
Dodge	2	2	Melee	2	2	Streetwise	1	0
First Aid	1	2	Notice	2	2	Survival	2	0
Hand-to-Hand	3	2						

• Background

Little is known about Kaitian Setha's background; the few records that do exist paint a bleak picture of neglect and abuse. From an early age, Setha drifted from one institution to another, her parents wanting little to do with her. By the age of 13 cycles, she had run away from home and fled to the Badlands. There she fell in among the shadier elements of Wounded Knee and within two cycles had resorted to prostitution to support her drug habit. This all changed after one of her customers raped and beat her. Left for dead in a dirty alleyway, Setha was found by Brother Nethial and taken to the local Revisionist church where over the next few cycles she received an education and a second chance. It was during this period that Reverend Hutchison discovered her and began training her, guiding her toward enlisting in the Northern Guard Intelligence Service.

• Profession

Under the tutelage of Hutchison and after her stint with the NGIS, Setha was molded into the perfect tool. Her training included infiltration skills, martial arts and an almost fanatical indoctrination into Sorrento Revisionism. Setha saw this as a chance to show her devotion to the faith that got her off the streets and became an exceptional student — fiercely loyal to Hutchison and Mamoud. After her training, she was assigned a number of special security missions within the Church and without to test her loyalty. Last year, the Second Follower personally gave her her current assignment: to join the Watchers and ensure that they do not stray from their mission and that Mamoud's faith is not corrupted.

• Attitudes

In Setha's mind, Revisionism is the key to a golden age of humanity, yet there are those who have lost sight of this ideal. She sees it as her duty to ensure that no one soils the Prophet's dream. Ever vigilant, she pursues her assignment with determination since she believes that Mamoud watches her every action and stands ready to judge her. Setha knows little about true human emotion — her childhood and harsh adulthood did not foster feelings such as compassion and understanding. To those she loves, she is cold and distant, not knowing any other ways to express herself.

• Combat Reactions

In any confrontation, Setha is calm, cool and collected. To her, combat is a test and an art form, she never attacks with all her might until she has judged the potential of her adversary. Those who pose no threat or challenge she dispatches quickly and effortlessly, not wanting to waste her time or energy. On the other hand, those foes who prove worthy, she treats like her prized possessions. She toys with them as she pushes herself and them to new heights and takes great pleasure in giving them a slow, painful death.

• Contacts

Lieutenant Mauleur Woolf (age 36, specialties: investigation & computers), a classmate from her days in the NGIS; Ty Smyth (age 40, specialties crime & intimidation), her former pimp, whom Setha plans to kill by way of revenge; Nadya Setha (Age 25, specialties: music & literature), her sister and last connection to her past, currently a student in Sesshu; Melian Yves (age 31, specialties: business & communications), a member of the Prophet's Shield she is currently investigating.



Age:	31 cycles
Height:	1.92 meters
Weight:	78 kg
Hair Color:	black
Eye Color:	black
Handedness:	right-handed



THE MOMENT OF TRUTH



Alpha Leader's *Black Mamba* stepped menacingly into the square and faced one of the apartment towers.

"You people were ordered to give up the terrorists. Your failure to comply has deeply wounded your Emir's heart. However, in his infinite mercy, he has offered you another chance to reaffirm your loyalty." His Gear gestured at the row of children lined up nearby. "Your offspring's lives are an equitable exchange, perhaps?" He paused, apparently savoring the commoners' fear. "Please, citizens. Consider. You have one minute."

In Alpha Four, Seiver Eoi sat in mute terror, sticky with sweat. *This is not happening. Not happening*, he thought. *Children. . . God, children*. On infrared he saw the scrabbling shapes in the surrounding buildings and imagined mothers screaming, weeping, helpless to take action.

The seconds ticked by. The other four members of the squad took up positions near the children, but Seiver stayed rooted to his spot.

"Four, what's the problem?"

Seiver unstuck his tongue and croaked into the comm. "S-sir, I, uh, well, don't you th-think that, uh, we should restrict our operations to, well, *military* targets?"

"Oh, for the love of —" Alpha Leader switched to a private channel and walked his Gear toward Seiver's, his face contorted with anger. "Listen up, soldier. *You* are not paid to think. I am. *You* just have to shoot where I tell you, when I tell you, *understand?*"

"Sir! I- I can't do this, sir. I won't. It's wrong. These kids—"

"They're peasants, Four! Worthless! Traitors, too, so worth even less. Alphas Two, Three, and Five," Alpha Leader said, switching back to public address, "time is up! You may begin." Again on private comm, he said "As for you, you are relieved of duty. Return to base."

Seiver could hear the screams. "No! Please," he yelled, tears streaming down his cheeks. "Stop it! Stop!"

Alpha Leader butted his Gear up against Seiver's, shouting angrily. "Shut up! Just shut the hell up! You're on report, Eoi! Get it? It's over for you, you worm. Over! Pop your hatch! DO YOU HEAR ME?"

The screams went on, but Seiver was suddenly quiet. Calm. "Yes, sir. I do. It's all over."

Without warning, Seiver drove his Gear's spiked fist into Alpha Leader's cockpit. The image on his display emitted a short, choked cry before dissolving into static.

Alpha Two's voice came over the public comm as his Gear spun around. "Alpha Leader, report! Alpha Four! What the hell—" The voice trailed off as Seiver let Alpha Leader's lifeless Gear fall to the ground.

Alpha Two began to backpedal his Gear wildly, groping for his weapon. Three and Five, still occupied with their grisly work, were only just getting the idea that something was very wrong. Eyes cold and jaw set, Seiver leveled his Gear's autocannon.

He held the trigger down for a very long time.



4.1 INTRODUCTION

Northerners see their Southern neighbors with a mixture of disgust and pity. To them, Antarctic citizens are a largely immoral and depraved lot, living without any of the necessary safeguards to protect their society from vile influences. Southerners are pitied because they live without freedom, under the chains of a violent military dictatorship — that of wealthy lords in the Mekong Dominion and Eastern Sun Emirates. In truth, these stereotypes miss the mark completely. Compared to the North, the South is a dynamic and vibrant place. Full of life, exotic entertainments and daring adventures, the South is a sharp contrast to the restrained society of the North.

Of course, not all the stereotypes are completely inaccurate. Political freedom is a very scarce commodity in the South, and those who challenge the established order face serious consequences. Those living in the South must ultimately decide whether they wish to fight back, and each group in this chapter exemplifies a different response.

The Humanist corporation Aardman Electronics presents one answer to this dilemma. Tying itself to the agenda of Special Intervention Unit director Commandant Aristide Lazarus, the company profits from the current political order by selling material to the MILICIA and providing a cover for SIU intelligence officers. Of course, the divisions between those agents and the Humanist civilians they work with could well destroy the company. These conflicts are felt strongly in the Aardman field team presented in this chapter.

The Mekong Academy of Science's expeditionary team — serving under respected anthropologist Isaac Langmuir — typifies the most common response among those in the South. Langmuir does his best to achieve his academic goals without rocking the political boat. Using connections with Mekong Speaker Miyako Sogabe, he hopes to attain the protection he needs to continue with his research — little realizing that those very connections have entangled him in the intrigues of the South.

Not all Antarctic citizens are content to accept their political domination. In the Humanist Alliance, a movement to shake off the shackles of the Southern Republic is growing around Preceptor Gavin Hypolite. The Purifiers, a cell in this movement, work in secret to advance Hypolite's goals. Welcoming Arthurian allies, they seek to prepare their society for rebellion, no matter the cost.

Some rebels are ready to fight immediately, and none more so than the Revenants. These agents of Emir Nigel Shirow regularly risk their lives to bring precious supplies to Basal or to dispose of its most dangerous enemies. Each has been cut off from his past and fights to preserve the future.



THE WEB OF INTRIGUE

From the outside, the Allied Southern Territories seem to form a monolithic political bloc, a dictatorship under the rule of a single man. Theoretically, this ultimate ruler is Louis-Philippe deRouen, Prime Minister of the Southern Republic. In practice, deRouen's power is far from secure. The South's power structure is fueled by secrecy and many different leaders have gathered their own networks of supporters. From Lord Protector Jacques Molay to the Eastern Patriarch Oliver Masao, every person of influence in the South must play the political landscape like a chessboard, using espionage, sabotage and assassination in good measure.

Any and all Southerners can become entwined in this web of espionage. Even those with the best of intentions will need to make friends in high places to get anything done. Once Player Characters enter this shadow world, however, they become players in the game and will find it very difficult to ever return to a normal life. Even worse, they will drag their friends in with them.





4.2 AARDMAN ELECTRONICS FIELD TEAM

The Aardman Electronics field team consists of five company employees whose job is to travel throughout the Allied Southern Territories and the Badlands, representing the company to current and potential customers. In this capacity, they install, demonstrate and train others in the use of Aardman Electronics products, as well as field test prototype equipment to ensure they meet performance and security standards. As is often the case in the South, however, there is much more to this group than meets the eye.

The surface function of the Aardman team is clearly exemplified in field technician Yuri McTavish. Born a Humanist Commoner, he tests equipment in the field for Aardman, confident that his job is nothing more than it appears. Easygoing and happy, he asks no questions.

The Ashantite Scot Gangopadmyay is another innocent member of the field team. Acting as the salesman of the field team, he deals closely with the clientele, displaying technical uses with a casual style. He remains unaware of the true function of his team, content to congratulate himself on his exciting career choice.

The hidden core of the field team centers around its leader Indira Maddison. Trained as a seasoned information analyst for the Southern MILICIA's Special Intervention Unit, Maddison leads the team into covert intelligence gathering operations under the cover of field testing and sales displays. Cold and ambitious, she sees her service as Aardman as a step toward a greater destiny in the Special Intervention Unit.

Suman Huang is another SIU agent working for Maddison. A military pilot, he field tests Aardman equipment for the company while analyzing military readiness at the bases he visits for the SIU. Wounded in action before joining the field team, he resents his current "easy" assignment. His code of honor keeps him at his post, but his resolve is slowly fading. He longs for a return to real action and expresses his frustration in cold and brutal displays during the rare combats that the team participates in.

Natasha Hannawe, the final member of the team is yet another SIU agent. A Mekong expatriate, she is a computer specialist who demonstrates Aardman's line of electronic and computerized security devices while using SIU penetration devices to gather intelligence along her journeys. Like several other SIU agents, Natasha does not fit the profile of the stern Southern agent. Rather, she seeks the thrills of intelligence work and the rush of cracking the best computer defenses in the hemisphere.

4.2.1 OVERVIEW

• Background

While on the surface the team appears to be a group of company field representatives, and in fact perform well in this regard, three of its members are actually operatives of the SIU, the Southern MILICIA's elite Special Intervention Unit. Indira Maddison, Natasha Hannawe and Suman Huang were hand-picked by Commandant Aristide Lazarus, the director of the SIU, to operate undercover within and along the borders of the AST as information gatherers for the SIU. Cover identities and backgrounds for the three operatives were manufactured and, after being fast tracked through Aardman's employment process, they were assigned to a field team along with two of Aardman's real employees.

Most of the team's operations are conducted to support the SIU's official roles in antiterrorist, counter-insurgency and undercover investigations. Commandant Lazarus, however, has created the SIU as his own personal kingdom within the MILICIA, and this requires some political maneuvering to keep it from crumbling. Some of the team's missions are hence politically motivated, designed to improve Commandant Lazarus and the SIU's position within the AST and the MILICIA or pay Lazarus' obligations to his own masters.

The agents' cover as field representatives gives them a legitimate excuse to travel extensively throughout the AST and the Badlands and to carry a large amount of surveillance equipment for "demonstration purposes." Their cover also provides them with access to military bases which other agents might have difficulty entering without arousing suspicions. The SIU agents' role is primarily a passive one, consisting of surveillance and information gathering, reporting on intelligence that they come across in their business as company representatives for other operatives to act upon. Sometimes, however, when other operatives are unavailable or immediate action is required, the team is forced into a more active role.





• Group Dynamics

The field team members work together closely, but they can be split up in two different ways, based either on membership in the SIU or on Humanist citizenship. The Humanist Alliance citizens tend to talk to each other in Intralingua and have their own social pecking order, which creates difficulties when the others do not fit the Humanist's preconceived notions of behavior. The SIU operatives coordinate their activities and cover for each other to ensure that the other two members of the team do not suspect anything. Because the SIU operatives have covert activities taking up their time, the other two members of the team sometimes end up doing more of the team's normal work than the others, which can lead to friction.

DYNAMICS CHART

• Yuri

Scot:	It's never boring with him around.
Indira:	A good leader, but much too cynical.
Natasha:	She spends too much time in front of the computer.
Suman:	Sooner or later, his bitterness will consume him.



• Scot

Yuri:	Cheerful and carefree, but he needs to express himself more.
Indira:	Poker-faced; what would it take to break her facade?
Natasha:	Quiet and studious, she's no fun at all.
Suman:	A real warhorse, this man is tough.



• Indira

Yuri:	Young and naive, he's in for a big shock soon.
Scot:	A clown, but he gets the job done.
Natasha:	Hard working and efficient, she has a bright future ahead.
Suman:	I need to keep an eye on him.



• Natasha

Yuri:	A good friend, he knows what's important in life.
Scot:	A good example of why I keep to myself.
Indira:	I hope I don't end up like her.
Suman:	He's okay if you treat him with respect.



• Suman

Yuri:	If he says cheer up again, I'll hit him.
Scot:	A deadly warrior — the enemy would die from laughter.
Indira:	She knows what it takes to get the job done.
Natasha:	She doesn't understand the sacrifices this work requires.



• Current Concerns

The field team is about to test a new prototype sensor drone that flies using ducted fans. Aardman Electronics hopes it will achieve the same popularity as the current *Ovni* drones produced by Obelisk Electronics. Aardman also hopes to win a contract with Southern Republic Weapons Industries to supply the communications and sensor electronics for its next production run of *Hun* light tanks and the team will soon visit SRWI Motor Division's main factory. The SIU operatives' recent investigations at a MILICIA base at Javari in the Eastern Sun Emirates led to the arrest of several NCOs involved in selling military Gear parts on the black market. Indira is worried that the commanding officer of the base may have guessed the field team was part of some undercover police investigation and alerted his friends in other parts of the MILICIA to the possibility.



4.2.2 ALLIES AND ENEMIES

While the three SIU members depend on the field team's anonymity for their success and continued safety, the team cannot help but attract some attention as they go about their business. Anyone showing undue interest in the team, however, could probably count on a visit from other SIU operatives.

• Obelisk Electronics

In its growth, Aardman Electronics has stepped on a few toes, and the Republican company Obelisk Electronics is one of those feeling sore. Obelisk's marketing director for the AST, Angelique Seretny, has allowed her staff to spread malicious rumors about Aardman and its products to potential customers and, given a chance, they are likely to sabotage the team's equipment, play practical jokes on them and possibly even rough up lone team members. Suman and Scot are itching to retaliate, but Indira, wary of the feud escalating and attracting outside attention, has so far forbidden any action against their rival.

• 3rd Compagnie, 14th Heavy Gear Regiment, Southern MILICIA

Morale was low in the compagnie, which was conducting patrols from a forward base in the Badlands. The supply convoy was two weeks late and the soldiers were stuck in the sweltering heat. This changed, however, when the team arrived as part of Aardman Electronics continuing efforts to endear itself to the Southern military. Not only did they arrive with the badly needed supplies, the improved sensors the team installed in the compagnie's Gears allowed them to get the drop on the three rover gangs that had banded together to ambush the compagnie's patrols. Now rotated back within AST borders, Sous-Lieutenant Christina Dabiri, whose *Jäger Command* was heavily modified by the team, buys them drinks whenever they meet.

• Commandant Henri Thavirat



The commander of the MILICIA base at Javari in the Eastern Sun Emirates, Thavirat was severely embarrassed when corrupt activities at his base were revealed to his superiors after a covert report from the Aardman team's SIU agents. While the team was unable to find evidence that the commandant was involved in or knew about the activities of his men, he was disciplined for allowing it to occur. Although the team was not present at the base when the arrests were made, their presence a few weeks before has made him suspicious. He is now attempting to learn more about their activities.

4.2.3 AARDMAN ELECTRONICS, INC.

The field team works for Aardman Electronics, a company based in Thebes in the Humanist Alliance. Aardman Electronics specializes in electronic equipment for the military market — primarily communications, sensor and electronic warfare gear — but it also produces computer security software for military and commercial systems and a range of well-regarded, high-end consumer electronics. What is known to but a few within the company, however, is that it also harbors and supports SIU undercover operatives.

• Background

Aardman Electronics was founded in TN 1825 by Kiara Aardman, a Theban commoner. Kiara began by manufacturing compact, high quality audio systems that became moderately popular with audiophiles. Encouraged by her success Kiara expanded her operation, employing manufacturing staff so she could concentrate on design. In TN 1827, Aardman Electronics began to produce a variety of other high-end consumer electronics. Unfortunately, the company soon discovered that there was no market for these products, since most Terranovans prefer simple, rugged machines that can take a pounding over finicky, high precision ones. The company stagnated for many years, unable to break into other markets. This was not to change until TN 1851, when Aardman put in a tender to supply the Humanist Alliance Protection Force with communications equipment, a field it had no prior experience in. To the surprise of industry observers, Aardman won the contract. Not surprisingly, this led to rumors of favoritism or bribery, although both the HAPF and Aardman insisted it was the high quality of Aardman systems that won them the contract. Aardman thus gained a new lease on life and began to expand into other areas of military electronics, which soon replaced consumer electronics as the corporate lifeblood.

Kiara Aardman retired in TN 1874, handing over the reins of the company to her daughter, Michele. As company head, Michele was content to let things continue as they were, and the company experienced no real growth under her direction. Michele died in TN 1921 and control of the company passed to her son, Erik Banbery. Erik, a member of the Protector class who had served in the War of the Alliance under Commandant Aristide Lazarus, adopted a more aggressive approach than his mother, and the company began actively searching out new markets once again. Erik began to feel, however, that Aardman was unable to compete with the larger Republican companies. Much of the family stock had been sold off to get the company through the lean times, and Erik worried that the company would attract enough attention to become the target of a takeover bid. When the Special Intervention Unit began operations, Erik believed he had a solution. The resources of Aardman were offered to his former commander, becoming the cover for several SIU agents in return for Lazarus' support and protection.



• Specifications

Under the direction of chief executive officer Erik Banbery, an associate of Commandant Lazarus, Aardman Electronics has become closely allied with the SIU. The company supplies the SIU with much of its specialized electronic equipment and provides a cover for SIU operatives. This forms only a part of the company's operations, however, and the vast majority of Aardman's employees are unaware of its covert links with Southern intelligence. They remain concerned with the company's day to day activities of designing, manufacturing and marketing its products. The majority of the SIU agents in Aardman are assigned to field teams and thus are not usually present at the company's facilities in Thebes. These agents generally report to and receive their orders from the field team controllers within Aardman Electronics. The teams usually follow a normal schedule, the agents passively collecting information or investigating any concerns the SIU has at the locations they visit. Occasionally, however, SIU agents from Aardman will be required at a specific place, at a specific time. In these instances, a reason for a field team to be present will be manufactured and the team dispatched. In order to maintain their cover, field teams must be capable of carrying out their normal functions and most SIU agents in Aardman receive technical training as part of their mission preparation. They are rarely experts in the field, however, and the field teams often include a mix of SIU and non-SIU personnel.

CEO ERIK BANBERY



A member of the protector class, Erik is the grandson of Aardman Electronics founder Kiara Aardman. Erik served as a lieutenant under Aristide Lazarus during the War of the Alliance and then took control of Aardman in TN 1921 when his mother died, using his military connections to counter the Humanist bias against a protector being in charge of such a large company. He is determined that Aardman continue to grow under his stewardship. In the AST, non-Republican companies are effectively locked out of selling to the largest military procurer, the Southern Republic, and Erik decided that Aardman needed an edge to compete with those firms. That edge was an alliance with the SIU. Aardman Electronics' fortunes are now closely tied to those of the SIU, which is something that Erik perhaps did not fully think through before he committed himself and his company to this path. Erik finds himself increasingly drawn into Commandant Lazarus' plans and web of obligations. Thus far, he has been able to keep his professional (and covert) life separate from his private life, but this division is fraying. Commandant Lazarus is concerned that Erik's close entourage may have been infiltrated by the Humanist Insight and Regulatory Agency (the league's intelligence network and secret police) and has ordered agents of his own to place the CEO's friends and family under observation. Erik has recently become aware of this and is beginning to realize the price of involvement with the SIU.



VICE-PRESIDENT KORYA LOYSON



Erik Banbery oversees all aspects of Aardman Electronics. To do so, he is assisted by a cadre of vice-presidents and senior executives who organize and manage the company's day-to-day affairs. Only a very few of these administrators are aware of Aardman's ties to the Special Intervention Unit, and Banbery tries to isolate the others from any incriminating information. Unfortunately, he is not the only person keeping secrets. Korya Loyson, vice-president in charge of financing, is in fact a "Ghost," a highly trained member of the Humanist Insight and Regulatory Authority (HIRA). The Humanist internal security agency, HIRA is also linked to the nationalist efforts of Preceptor Gavin Hypolite (see 2.8 *Preceptor Gavin Hypolite*, p. 34). Loyson, on the lookout for elements judged "antisocial" or "deviant," has discovered that Aardman has received overpayments for many of the products sold to the MILICIA. Well aware that this tactic is commonly used to divert monies for intelligence work, she has become concerned about Aardman's loyalty to the Humanist Alliance. Her reports have led to the covert assignment of other Ghosts to Aardman — although she has not been told their cover identities — and Loyson has begun to investigate the pasts of several Aardman employees. She is currently delving into irregularities in Indira Maddison's dossier. Loyson suspects that Maddison may be an agent of the Southern Republic Intelligence Directorate (SRID) based on her inability to uncover details on Maddison's activities immediately after the War of the Alliance. This would be consistent with the building of a SRID cover identity. She has reported her findings to her superiors and hopes they will see fit to act upon them.



• Plot Uses

Aardman's legitimate affairs can involve Player Characters in many different ways. They could come across Aardman and Obelisk Electronics employees settling some scores and get mixed up in the action. Both companies will be willing to use unscrupulous methods to win their corporate rivalry. PCs short on cash could always try a break-in at an Aardman warehouse to make off with some of those expensive, but highly portable, electronics products for which Aardman is famous. Or they could apply for a job and face Aardman's infamous series of physical, mental and psychological employment aptitude tests. One of Aardman's quality audio systems makes a perfect gift for someone who has everything, but finding somebody who sells them is not always easy. Of course, if it turns out to be a shoddy fake then the person who received it is going to be pretty upset. Getting people's attention and keeping it can be pretty difficult on Terra Nova, and a series of increasingly bizarre advertising stunts for Aardman products could even dog the PCs' footsteps, getting in their way when they are trying to break in to the Confederated Northern City States embassy or undertake any other subtle operation.



4.2.4 PLOT RESOURCES

Indira Maddison's field team travels extensively and as a result, Player Characters could run into the team almost anywhere in the Allied Southern Territories or Badlands. The PCs could meet the team at military bases, on maneuvers with troops, at private businesses, at trade fairs or simply traveling from one job to the next. Their first interactions with the team should be entirely innocent, at least from the PCs' point of view.



• As Allies

If the Player Characters are in any Southern or Badlands military, or even police force, they could find the Aardman team installing new equipment in their vehicles and training them to use it. Travelers in the Badlands might meet the team as fellow members of a convoy making its way between settlements. If the players are Southern agents, the team could provide surveillance and technical support. Other characters could find themselves working alongside the team against a common enemy, such as rogue Southern Republic Intelligence Directorate (SRID) agents or terrorists. Unless ordered to by their superiors, Maddison and the other SIU agents will not reveal their true agendas to the Player Characters, even if they are members of another Southern intelligence unit.



• As Opponents

Northern spies or those who oppose the plans of the SIU and Commandant Lazarus could find themselves under surveillance, their living quarters bugged, computer files trashed, the NNets of their Heavy Gears destroyed by computer viruses, or subjected to other pleasantries designed to spice up their day, all thanks to the electronics teams that "just happened" to be nearby. Of course, if the characters are up to something serious they could find themselves stalked by trained SIU commandos or thrown in a SIU interrogation cell. More simply, Suman could just decide he doesn't like the look of their faces and pick a fight or Scot could bear a grudge against them in a paintball game. Corporate rivals of Aardman Electronics would suffer less harsh treatment, but could still fall victim to a variety of dirty tricks employed by the field team's "specially trained" members.



• As Background Resources

The team could hire the Player Characters to field-test prototype equipment under "unusual circumstances," or to obtain certain sensitive information for them. The PCs could employ Natasha for some freelance computer hacking. They could also befriend Yuri or Scot and become involved in their leisure activities. Characters could have gone to boarding school with Natasha, served with Suman during the War of the Alliance or been one of Indira's underground contacts. If approached under the proper circumstances, members of the team could become sources of rare surveillance and other electronic equipment for the PCs. The team can also be used to highlight the web of intrigue in the South, with their twin purposes coming to the fore. Player Characters who dig into Aardman files are in for a nasty surprise, especially if their inquiries are uncovered.



• As Cavalry

PCs stuck with damaged or broken-down vehicles could be rescued and their vehicles repaired by the Aardman team on their way to their next job. PCs losing a battle against Badlands rovers or the like could find their enemy thrown into disarray when their sensors and communications are jammed. Agent PCs stumped for clues could obtain vital information from the team, which has the same target under surveillance. However, consequences for PCs accepting help from the team could range from being pumped for information to having bugs and homing devices secreted in their vehicles or to discovering important documents or physical evidence missing. The field team will not intervene in such a way as to blow its cover, and Indira must always keep in mind that two of her teammates are not Special Intervention Unit agents, and must act subtly.



• As Plot Devices

PCs could be hired by a rival company to steal an advanced prototype from the Aardman team and get more than they bargained for — perhaps the company that hired them is also more than it seems. After several encounters with the team, the PCs might begin to uncover evidence that links the team, and Aardman Electronics, to the SIU. Revealing this information, however, could make Commandant Lazarus and the SIU their enemies for life. PCs working with the team could uncover anything from Terran collaborators in the senior ranks of the Southern Republican Army to plans for a military coup in the Mekong Dominion. Once Player Characters become involved in the secret side of Aardman Electronics, they can easily be drawn into other shadow wars in the Humanist Alliance and the Allied Southern Territories as a whole. Conflict with HIRA is very possible.



YURI MCTAVISH

• Attributes

AGI	0	APP	0	BLD	0	CRE	0	FIT	1
INF	0	KNO	2	PER	0	PSY	1	WIL	0
STR	0	HEA	1	STA	30	UD	3	AD	4

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	1	Electronic Warfare	1	0	Melee	1	0
Communications	2	2	First Aid	1	2	Notice	1	0
Computer	1	2	Heavy Gear Pilot	1	0	Swimming	1	1
Drive	1	0	Mechanics	3	2	Tinker	2	0
Electronics	2	2						

• Background

Yuri McTavish was born in TN 1900 in Thebes to protector-class parents, both members of the Humanist Alliance Protection Force. Yuri grew up spending his free time wandering through Thebes' many engineering firms, watching the commoner workers and pestering them with questions. Yuri was delighted when he was assigned to the commoner class in his sixteenth cycle and discovered that his guide came from his favorite company, Mekechi Motors. After several cycles working his way up in the company, Yuri joined the support crew for the Mekechi Motors' entry in the White Rock Automotive Open where he quickly gained a reputation for fast, precise work under stressful conditions. When Mekechi Motors was contracted to design a Heavy Gear for private dueling, Yuri was a junior member of the design team and became involved in its field testing. In TN 1931, Yuri was "head-hunted" by Aardman Electronics to join its field representatives.

• Profession

As a field technician for Aardman Electronics, Yuri installs and maintains test equipment, and also monitors and examines it during and after use. Yuri also instructs non-company technicians on the correct installation and maintenance of Aardman Electronics products. Yuri prefers working in the field to life in a workshop at the company headquarters, because he likes to see how things work under real conditions and hear the comments of its users. While working, Yuri is totally focused, oblivious to outside concerns. He can often be heard whistling or talking to the machinery and is quite gentle with it, treating those who advocate "giving it a good thump to get it working again" with some distaste.

• Attitudes

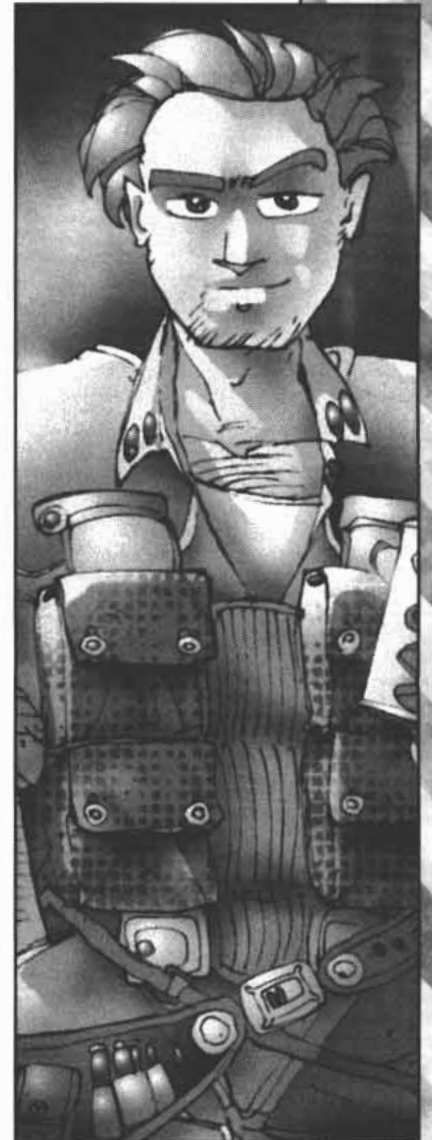
Cheerful and easy going, Yuri has enjoyed everything life has thrown at him and is content to follow the orders of Suman and Indira, his social superiors. His work is challenging; he gets to travel all over the AST and his colleagues are interesting people. He generally believes the best of people and is hurt that the SIU members of the team, especially Natasha, seem to brush him off sometimes. Equally at home with machines as with people, Yuri is just as likely to spend his spare time pulling apart a captured Northern radar scrambler as organizing a touch rugby game.

• Combat Reactions

As a commoner, Yuri has been conditioned to avoid violence. His job sometimes places him in dangerous situations, however, and he has learned a violent response is sometimes unavoidable. If at all possible, he will attempt to escape or reason with his opponent, but if all else fails Yuri will lash out at his attacker, attempting to end the distressing episode as quickly as possible. Yuri prefers to keep violence at arms length and, dismissing firearms as too deadly, usually arms himself with an improvised club, a large wrench being his most common choice.

• Contacts

Alan Kernigann (Age 59, specialties: mechanics & teaching), his former guide at Mekechi Motors; Helena Sakkarov (Age 34, specialties: driving & martial arts), Mekechi Motors' hotshot racing driver, regularly featured in gossip columns; Rupert Bronte (Age 37, specialties: biology & SCUBA), a zoologist and Yuri's diving buddy.



Age:	33 cycles
Height:	1.72 meters
Weight:	66 kg
Hair Color:	red
Eye Color:	brown
Handedness:	right-handed



SOUTHERN CHARACTERS

04

SCOT GANGOPADMYAY



Age:	38 cycles
Height:	1.73 meters
Weight:	71 kg
Hair Color:	light pink
Eye Color:	brown
Handedness:	right-handed

• Attributes

AGI	0	APP	2	BLD	0	CRE	1	FIT	0
INF	1	KNO	1	PER	0	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Business (Marketing)* 1	1		Etiquette	2	1	Small Arms	2	0
Camouflage	1	1	F Lang. (Mandanes)	1	1	Swimming	1	0
Communications	1	1	Naval Pilot	1	0	Teaching	2	1
Electronic Warfare	1	1	Notice	1	0	Vis. Art (body paint)* 1	1	1
*(specialization)								

• Background

Scot was born in the waters of Lake Esperance in TN 1895 (his mother caught up in a tad for water births at the time). His father a successful writer, Scot had almost no responsibilities and spent most of his adolescence zooming around Lake Esperance in high-powered motor boats and engaging in other less innocent activities with his friends. When his mother became seriously ill with cancer in TN 1918 and his father's wealth became tied up in her treatment, he was forced to treat life somewhat more seriously. After completing his secondary education, Scot enrolled at business college where he studied economics, marketing and Mandanes. Scot's wayward nature, however, surfaced again, and he dropped out without completing his courses. Unable to find work, Scot started to hang out at the firing range and read gun magazines. He eventually found work at Aardman through an employment ad in one of his defense journals.

• Profession

Scot's role in the field team is the marketing of Aardman Electronics' products. He plans advertising strategy for trade fairs and sales meetings, gives the sales pitch to potential customers and arranges demonstrations for them. Aardman Electronics gives him a fair degree of freedom in these activities, believing representatives on the spot should be able to trust their instincts more than some corporate policy. Scot is also involved in instructing users on the applications of newly purchased equipment. He usually teaches the theory side of the instruction course in a classroom-like setting, but Scot never passes up an opportunity to get into the field and ride in a military vehicle or test fire a weapon.

• Attitudes

Scot is a typically individualistic Ashantite and gets upset when he sees Yuri and Suman surrendering their autonomy to Indira. While he does not wear any jewelry, there being too much chance of it getting caught on something in the cramped confines of an armored vehicle, Scot makes up for it with elaborate body painting. Scot loves his job and works hard, worried that he will slip back into bad habits and mess things up again. Scot is a military freak, owning several handguns and subscribing to several quasi-military magazines including the *Paxton Arms Defence Review* and the notorious *Hsi Tsang Mercenary's Monthly*.

• Combat Reactions

While a decent shot on the firing range, Scot has no real combat experience and his first reaction when faced with combat is to freeze. Once he recovers, however, he blasts away with one of the pistols he keeps on his person (when allowed by local law), often for longer than necessary. When caught without a gun he is likely to run. Despite his lack of combat experience, Scot likes to talk big when he is out in the field and often augments his appearance by painting himself with tiger stripes in camouflage colors, an awe-inspiring sight.

• Contacts

Jacob Sumich (Age 48, specialties: small arms & accounting), a fellow weekend warrior and paintball rival; Edwina Thurmann (Age 38, specialties: photography & survival), a nature photographer and former lover; Hiram Owl (Age 74, specialties: psychology & philosophy), a former member of the Blue Crescent order and Scot's spiritual advisor.



INDIRA MADDISON

• Attributes

AGI	0	APP	0	BLD	0	CRE	0	FIT	0
INF	1	KNO	1	PER	1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	4	AD	3

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	1	Electronic Warfare	1	0	Notice	2	1
Combat Sense	2	1	Etiquette	1	1	Psychology	1	1
Communications	1	1	F Lang (Mandanese)	1	1	Small Arms	2	0
Computer	2	1	Hand to Hand	1	0	Stealth	1	0
Dodge	1	0	Investigation	3	1	Streetwise	1	1
Drive	1	0	Leadership	2	1			

• Background

Born in TN 1881, Indira grew up in the Humanist Alliance capital of Perth. Assigned to the preceptor class in TN 1897, her guide was a minor government official, and Indira looked set to become a small cog in the Humanist state machine. This was to change with the start of the War of the Alliance when she joined Allied Southern Intelligence as a member of its support staff. After the war, Indira became involved in investigations into the activities of suspected Terran collaborators as an intelligence analyst. Indira's insight and drive came to the attention of Commandant Lazarus, who approached her to join the SIU. Indira accepted and after extensive training she was assigned to undercover operations. After several years of dedicated service, Indira was promoted to sous-lieutenant and placed in charge of an Aardman Electronics field team.

• Profession

Indira is the leader of both the Aardman Electronics field team and the SIU operatives in it. As the leader of the field team, Indira organizes travel and accommodation, liaises with company headquarters and reviewsteam member performance. She also debriefs users of Aardman products and prototypes to assess their performance and discover if any improvements may be necessary. As chief SIU agent, she receives orders from the SIU, coordinates the activities of the agents, analyzes any data collected by the team and determines the correct course of action. Indira takes all aspects of her assignment very seriously and has little time for a personal life.

• Attitudes

Cynical and cool, Indira is driven to succeed. She rarely does anything that is not designed to advance her current mission and becomes annoyed when the non-Humanist members of the team do not treat her orders with due respect. She generally views people as things to be twisted to her own advantage. This has cost her more than a few friends over the years and led to her divorce from her husband, which is the only big regret in her private or professional life.

• Combat Reactions

Indira has nothing against violence — as long as she is not personally in physical danger. While not a coward, Indira tries to get other people to fight for her whenever possible using orders, bribes, emotional blackmail, whatever it takes to keep herself out of harm's way. If she is unable to manipulate others into doing her dirty work, or is forced into combat by forces beyond her control, she attacks without mercy, striking preemptively if at all possible.

• Contacts

Sandra Varney (Age 29, specialties: theatrics & streetwise), a member of a troupe of street performers and occasional informer; Neal Harman (Age 51, specialties: strider pilot & earth sciences), her ex-husband and prospector for Mekong Geotech; Kerry Naylor (Age 68, specialties: law & bureaucracy), an AST official Indira rescued from terrorists.



Age:	52 cycles
Height:	1.70 meters
Weight:	60 kg
Hair Color:	blond
Eyecolor:	brown
Handedness:	right-handed



NATASHA HANNAWE



Age: 31 cycles
Height: 1.68 meters
Weight: 56 kg
Hair Color: black
Eye Color: green
Handedness: right-handed

● Attributes

AGI	1	APP	1	BLD	-1	CRE	1	FIT	0
INF	0	KNO	2	PER	0	PSY	0	WIL	0
STR	0	HEA	0	STA	20	UD	4	AD	2

● Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Acrobatics	1	1	Electronic Design	1	2	Mandanese	2	2
Combat Sense	1	0	Electronics	2	2	Notice	1	0
Communications	2	2	Electronic Warfare	2	0	Physical Sciences	1	2
Computer	3	2	HTH (Capoeira)*	2	1	Stealth	1	1
Dance (Capoeira)*	1	1	Investigation	1	0	Small Arms	1	1
Dodge	2	1	*(specialization)					

● Background

The daughter of a Krellan Foods manager, Natasha was born in Mekong in TN 1902. In TN 1920 her mother was transferred to Yung An and Natasha went along. With her mother too busy to pay much attention to her, Natasha began wandering the streets, becoming interested in Yung An's martial arts scene. Natasha started learning Capoeira and began to skip school to train and watch tournaments. When Natasha's mother discovered the cause of her daughter's poor academic performance she had her packed off to an expensive boarding school in Mekong. Natasha's performance improved dramatically and she gained entry to Junqien University, where she studied electrical engineering, specializing in electronic warfare technology. Natasha also began to hack into the university computer network and then progressed onto more challenging targets. Natasha's activities came to the attention of the SIU and after her graduation she was placed in SIU basic training.

● Profession

Officially, Natasha's role in the Aardman Electronics team is to demonstrate electronic and information warfare products — such as encryption programs, firewalls and anti-virus software — to potential customers and to instruct new purchasers in their use. Occasionally she will stage a mock attack on a client's network to expose any weaknesses in its defenses. As a sous-sergent in the SIU, Natasha searches any computer she comes into contact with for information that the SIU might find interesting. These are usually client's systems which she has free access to, but sometimes Natasha gets to "field test" Aardman Electronics' other range of information warfare products: code breakers, intrusion programs and viruses.

● Attitudes

Natasha does things for the challenge and the thrill. In her adolescence it was the physical challenge and danger of hand-to-hand combat; these days it is the mental challenge of breaking into computer systems and not getting caught. Since she joined the SIU, Commandant Lazarus has tried to instill some of his values in her but has so far been unsuccessful; Natasha is in this job just for the fun of it. For most of her life Natasha has been reserved and introverted, but she has started to become more outgoing since meeting Yuri.

● Combat Reactions

While Natasha trained fairly intensively in Capoeira when she was younger, she currently regards it as little more than a way to keep fit and has not trained seriously for some time. Her reflexes are a bit rusty but her old skills quickly come back in a fight. In hand-to-hand combat Natasha tries to disable, but not kill, her opponent as quickly as possible with no compunction against using dirty tricks if necessary.

● Contacts

Maiko Hannawe (Age 77, specialties: business & bureaucracy), Natasha's mother and junior executive at Krellan Foods; Samuel Kejr (Age 38, specialties: unarmed combat & acrobatics), a former sparring partner and contender in the Yung An Freestyle Combat championships; "Silver Shadow" (Age unknown, specialties: computers & gossip), a hacker Natasha sometimes bugs with online.



SUMAN HUANG

• Attributes

AGI	1	APP	-1	BLD	1	CRE	0	FIT	1
INF	0	KNO	0	PER	1	PSY	-1	WIL	2
STR	1	HEA	1	STA	35	UD	7	AD	6

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	1	1	Hand to Hand	2	1	Melee	1	1
Combat Sense	2	1	Heavy Gear Pilot	2	1	Notice	2	1
Communications	2	0	Intimidate	1	1	Small Arms	2	1
Demolition	1	0	Investigation	1	1	Stealth	1	1
Dodge	2	1	Leadership	1	0	Streetwise	1	0
Electronic Warfare	2	0	Mechanics	1	0	Teaching	1	0
Gunnery (HG)	2	1						

• Background

Suman Huang was born to commoner parents in the Humanist Alliance city of Gropius in TN 1884 and was assigned to the protector class in TN 1900. When the War of the Alliance broke out in TN 1913 Suman was transferred to the MILICIA to serve as a Gear pilot. When the combined CNCS/AST army group attacked the CEF forces in the city of Baja in the winter of TH 1916 Suman was part of a force cut off behind enemy lines after the initial assault. They continued to attack the CEF forces, and were eventually able to break through to rejoin the main Terranovan force but suffered horrendous casualties in the process. After the war Suman was selected to join the SIU with the rank of sergeant. In TN 1931 Suman was injured during an operation against Saragossan terrorists and was removed from front line duty, eventually being assigned to the Aardman Electronics team.

• Profession

Suman's job in the field team is to provide practical demonstrations and instruction in Aardman Electronics sensor, communications and electronics warfare products, as well as field testing this equipment. A modified *Jäger*, with a high-capacity computer and advanced sensor and communications systems installed, serves as demonstration model and test bed. Suman is also in charge of security for the team. As an SIU operative Suman collects data on the military forces the team comes into contact with, noting their morale, combat readiness, level of expertise, attitudes towards other leagues and their militaries, and other information that cannot be discovered from lists of troop strengths.

• Attitudes

Suman has the same ideals of military honor as Commandant Lazarus, which is why he was chosen to join SIU in the first place. However, Suman's injuries have left him scarred psychologically as well as physically. He has become bitter about his transfer from active duty and believes his present assignment to be little more than make-work. Since he is duty-bound to do his best in his job he is merely surly to his team mates and tends to take out his frustrations on strangers when off duty, leading to more than a few fist fights.

• Combat Reactions

As a member of the protector class Suman has been conditioned to view violence as a natural part of his life. He is not bloodthirsty, and is content to let his opponent go after he has learnt his lesson. When in a Gear, Suman is coldly methodical, concentrating on the mission objectives and not allowing other concerns to interfere. In contrast to hand-to-hand fighting, Suman will continue to attack a damaged foe to ensure that it is rendered inoperative, to the extent that he once emptied an entire autocannon clip into a dead infantryman.

• Contacts

Alexandra Klien (age 47, specialties: music & dance), a childhood friend and pop musician; Corporal Roz Kuchel (Age 38, specialties: melee & stealth), his girlfriend and a fellow SIU operative; Major Jan Augusta (Age 56, specialties: observation & leadership), the SIU's senior NCO and one very sharp man.



Age:	49 cycles
Height:	1.81 meters
Weight:	78 kg
Hair Color:	brown
Eye Color:	gray
Handedness:	right-handed



4.3 DR. LANGMUIR'S ANTHROPOLOGICAL TEAM

The Mekong Academy of Science is known across Terra Nova because of the archaeological and paleontological finds made by its scholars. Many expeditions are funded by the MAS and travel the globe to research cultures, examine artifacts and undertake other anthropological projects. Dr. Isaac Langmuir's team is one of the groups who travel from the MAS building at Olduvai to try to understand and explain the human phenomenon known as culture.

Isaac Langmuir himself is a respected anthropologist whose claim to fame is an ethnography of the Mekong Dominion. The archetypal absent-minded professor, Langmuir is beginning to feel the weight of his age and hopes for one more major publication before he must retire. To this end he has assembled a team of experts and guides to help him unveil the mysterious Sand Rider culture of the Great White Desert. A detailed ethnography of these high-mythical desert dwellers would surely ensure his fame for decades (or even centuries) to come.

Langmuir's partner in the Sand Rider expedition — and in several past journeys — is archaeologist Sylvia Shirato. Much younger than Langmuir, Shirato has nonetheless achieved great fame thanks to her revolutionary theory of "artificial prehistory." Her hypothesis of a systematic loss of technology by isolated groups of colonial settlers, who then fall back into a prehistoric level of technology and cease recording their presence through traditional record keeping, electrified the scholarly world of Terra Nova. Langmuir still treats her as an assistant rather than a partner, causing no small amount of tension in the team.

The resident expert on Sand Rider culture is Abram, a Rider whose caravan was slaughtered by Rovers when he was a child. Carrying with him the cultural models of his people, but having only an incomplete picture of their society, he hopes to rediscover his home thanks to Langmuir. He refuses to mourn his family's death before he has avenged them and uses the team as a way to seek out the killers.

Paul Greco, the mercenary who serves as the team's armed escort, has more than a little to fear from Abram. Greco was in fact one of the Rovers who slaughtered the Rider caravan, a fact he tries desperately to conceal from his employers. As the expedition drags on, however, he is having a harder time dodging pointed questions from Abram and others.

The final member of the team, Ichiro Meshitsu, is an agent of Mekong Speaker Miyako Sogabe. Ostensibly there to represent International Consumer Products (the corporate backers of the expedition), Meshitsu is really assigned to tap Langmuir and Shirato's expertise regarding Northern military support for an expedition by archaeologist Dooglas Morasin.

4.3.1 OVERVIEW

• Background

Dr. Isaac Langmuir is one of the busiest professors on the Mekong Academy of Science campus. His interests span from the social structure of the Mekong Dominion to strange cultures such as the enigmatic Sand Riders. In TN 1930, when his interests shifted to field research, he met Sylvia Shirato. Shirato is known by many as the modern successor to famed Olduvai archeologist Lucie Hwong. Together they decided to create a multi-disciplinary research team that could go out and allow them to do what they loved best; Langmuir would study the cultures of the present while Shirato would explore the past. They made a submission for funds to the MAS rector, which was granted under the condition that a representative from the Mekong Dominion would travel with them.

In TN 1932, Dr. Langmuir began to look into Sand Rider culture. When he first went into the Badlands, he met Paul Greco, a mercenary, and hired him as a bodyguard. He also met Abram, a Sand Rider living as a desert guide in Port Arthur. Dr. Langmuir is now preparing his team to venture into the Badlands in search of a Sand Rider caravan. The anthropologist does not wish to venture into the mysterious but inhospitable Great White Desert region but he plans to travel around it. This expedition sparked the interest of Miyako Sogabe, Speaker of the Mekong Dominion. It is a unique opportunity for her to learn why archaeologist Dooglas Morasin was sent by the CNCS to study some Stoneheads near the AST border (see *11.0 When All Hell Breaks Loose*, p. 216 of the **Heavy Gear Rulebook**). Sogabe hopes that Sylvia Shirato will be able to examine a Stonehead and discover what was so precious to the Northerners. She financed the expedition and appointed Ichiro Meshitsu, one of her agents and a spy, as the political representative that will accompany Dr. Langmuir on his travels.





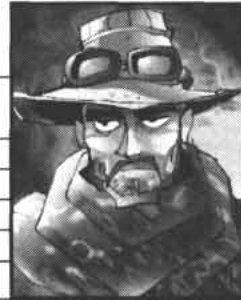
• Group Dynamics

Langmuir is the leader of the research team; totally driven by his research, he rarely cares about the opinions of the other members. Sylvia Shirato is Langmuir's young colleague but sometimes feels she has been relegated to the position of mere assistant. She has strong feelings for Abram, the Sand Rider, but unfortunately the young man does not feel the same way. Abram seems more inclined toward vengeance than love at this time, suspecting Paul Greco to be one of the men that attacked his parents' caravan. Greco thinks that Abram is just an annoying young man. Meshitsu acts in a cold and distant manner toward anyone in the group and sees them as pawns to attain his goal.

DYNAMICS CHART

• Doctor Isaac Langmuir

Dr. Sylvia Shirato :	Bright, but somewhat impatient.
Paul Greco :	Useful .
Abram :	A young man that I should study more.
Ichiro Meshitsu :	A bureaucrat, he only cares about money.



• Doctor Sylvia Shirato

Dr. Isaac Langmuir :	He only cares about his field of study.
Paul Greco :	I don't trust him.
Abram :	A charming man with terrible memories.
Ichiro Meshitsu :	I'd like to see him dig.



• Paul Greco

Dr. Isaac Langmuir :	An old fool with good money.
Dr. Sylvia Shirato :	Good looking without her glasses.
Abram :	He's so stuck up.
Ichiro Meshitsu :	He doesn't bug me.



• Abram

Dr. Isaac Langmuir :	A man of great knowledge.
Dr. Sylvia Shirato :	A strange woman.
Paul Greco :	He has less honor than a hopper.
Ichiro Meshitsu :	He smiles too much.



• Ichiro Meshitsu

Dr. Isaac Langmuir :	A single-minded fool.
Dr. Sylvia Shirato :	A useful woman with misguided ideas.
Paul Greco :	A mercenary like myself.
Abram :	A barbarian .



• Current Concerns

The immediate goal of Langmuir's team is to encounter a caravan of Sand Riders. Dr. Langmuir has been preparing this expedition for the last threesseasons and he doesn't want it to fail. Every member of the expedition knows that the Badlands is a dangerous place . Most of the team's members are uncomfortable in a desert environment, except Abram. The desert is only a small inconvenience with the right equipment and the help of a desert guide; unfortunately, the rover bands are not so easily dealt with. These criminals will be attracted by the Mekong Dominion's reputation of wealth. The fears of the two scholars on the expedition are more research oriented: Langmuir fears that he will not be able to pierce the strict code of silence concerning strangers, which Abram has told him Sand Riders observe. Shirato doesn't know where she could find a Sand Rider settlement or burial site. She fears her inquiries will not be welcomed by the secretive Riders.



4.3.2 ALLIES AND ENEMIES

An anthropological research team is bound to encounter many people and provoke occasional cultural misunderstandings. Langmuir, Shirato and Meshitsu will always look for a way to compromise or to make allies while Paul Greco and Abram will take care of any combat situation the group is involved in.

• Port Arthur's Scientific Community

The city of Port Arthur is a small haven for dissident scientists. Their number is small but they are a thriving community, under the informal leadership of exiled Republican physicist Henriette Vovelle. A small publication, the *Free Scientist*, gives the dissidents a medium in which to publish their work. The scientists usually support any expedition from the North or South, helping them in their dealings with the Arthurian bureaucracy and giving free information on to any visiting scientist.

• The Two-Snake Cult

In the jungles of the South near Loyang, a small community has built a temple devoted to the bivatebrate snakes of the region. Dr. Langmuir's team made a visit there and was not very well received after Paul Greco broke a social taboo against alcoholic beverages. In fact, the team was cursed by several of the "snake-priests" and many young men of the villages are now ready to give their lives to kill the infidels who have desecrated their village and their temple. To this end, two men from the village have left to hunt Langmuir and Greco.

• Ralph Okane



Ralph Okane is a wealthy Mekong Dominion taipan. His company, Mekong Kikai, is a large conglomerate with installations in many Southern cities. His hobby is archaeology and he funds many private teams, who have collected some famous artifacts of ancient Terranovan history for his personal — and very private — collection.

One of Okane's teams is also travelling in the Badlands, looking for Sand Rider artifacts. The leader of this team is Francois Yelle, a long time opponent of Langmuir's views. When Yelle learned that Langmuir was going to lead an expedition on the Sand Riders, he saw his chance to prove that the old fool was wrong all along. He contacted Okane and asked him to sponsor his own expedition. Okane agreed, giving equipment, money and men to Yelle under the condition that any artifacts should be brought back to the nearest Mekong Kikai installation.



TWO-SNAKE TEAM TO PUBLISH

(*Free Scientist*, Summer TN 1933) — Dr. Isaac Langmuir has announced that he will be publishing an article on the Two-Snake Cult. "I feel like it's now time to write about what my team and I found out there," said the anthropologist. When asked what had transpired during the expedition, Langmuir spoke evasively about a "misunderstanding." In fact, Langmuir's expedition ended well ahead of schedule. Rumor has it that the anthropologist came into serious conflict with the cult and *Free Scientist* has learned through unofficial channels that Langmuir has received death threats from the cult.

Langmuir's colleague Dr. Sylvia Shirato was more eager to publish her results. "My survey near the Two-Snake village revealed extraordinary findings. At first glance, I'd say that the Two-Snake Cult has been on this site since the beginnings of Terranovan colonization. I have evidence of continued occupation on the same site. If I could go back and start a real dig, we might find something as old as Prima Colonia." The archaeologist also provided some cultural details, revealing that the cult "seems to be organized around local bivatebrate snakes, with their high holiday marking the mating season. Even more interesting, their religious acts seem to be dedicated to one god, the Great Sky Snake, who brought them from the sky and is, in fact, two gods who joined as one. Duality is a critical concept for the culture as a whole."

The Two-Snake Cult was discovered by Mekong Peacekeepers patrolling the jungle near Loyang in TN 1897. Langmuir and Shirato's expedition in TN 1932 was the first time that anthropologists had made contact with Two-Snake culture.



4.3.3 THE MEKONG ACADEMY OF SCIENCE, OLDUIVAI CAMPUS

The Olduvai Campus was built in TN 1855 and is now one of the most celebrated scientific establishments on Terra Nova. It has become very popular with tourists because of the two museums housed within the building. Situated near the site where "George," the millenium-old skeleton found at Olduvai, was discovered, the building is now home to the anthropology, geology and history departments of the Mekong Academy of Science.

• Background

In TN 1855, the rector of the MAS, Oiku Ukeru, was very aware that the three hundredth anniversary of Lucie Hwong's death was near. The members of the department of anthropology were always complaining about the poor facilities at the sites around Olduvai, the lack of equipment, and the tourists who were taking "souvenirs" from the sites. The plans for the Olduvai Building were made public in the same cycle, planned to provide equipment to local reserachers as well as organize oversight of the local digs; the two story primary building was constructed in TN 1856. The building was flooded by anthropologists the very next day and, of course, they began to complain once again.

By TN 1872, following a steady construction rate of one new wing per 3 cycles, the building was much larger and much more equipped. The entire anthropology department was transferred to Olduvai and five professors of the geology department joined them in the building. In TN 1905, the MAS Board of Directors decided to expand the Olduvai campus to maintain the MAS lead in anthropology, geology and history. Now, it consists of seven main wings, with subsidiary buildings and 3 basement levels. Anthropologists can now say that "George" has a home worthy of his reputation.

• Specifications

The campus looks down on the Olduvai Valley where most of the researchers worked in the past. The Prima Colonia site has been dug extensively and there are no great discoveries made there any more except in the occasional unexplored corner. The campus houses many facilities for the common researcher, such as an extensive library, containing many databases and books covering diverse scientific subjects. The physical research wing is filled by the various laboratories where artifacts are analyzed or reconstructed. The initial main wing also shelters the offices of the researchers, while the Lucie Hwong Museum, where the common man can observe the various finds made at Olduvai, is in the newest wing. The first two basement levels are where most of the equipment is stored. There, field researchers can find shovels, tents, vehicles and even some civilian Gears, mainly *Groundhogs*, *Prairie Dogs* and some decommissioned *Stone Masons*. The third sub-basement houses the MAS particle accelerator. The physicists working on the accelerator use tried and true carbon and potassium-argon dating techniques. The smaller wing is used mostly by the history department and has an auditorium at its center. Of course, the Dominion government, having put money into the building, wants something back; therefore, in the smaller wing of the Olduvai building, tourists can visit the Mekong Civilization Museum where they can learn about Mekong's glorious achievements on Terra Nova.

• Archaeology on Terra Nova

The main problem facing archaeologists on Terra Nova is that there was no prehistoric period. On Earth, the human story took place mainly in prehistoric times, so the number of campsites, homebases and such sites is large. With no equivalent time period on Terra Nova, historical archaeology — the examination of archeological sites for which records exist, such as the wreckage of the *HCS Eastern Sun* or early Terranovan survey camps — seemed the only domain in which archaeologists could work. Many researchers, however, found sites where the technology could be categorized as "prehistoric," since they were lacking the common technologies of the late fifth or sixth millenia. Most archaeologists took those discoveries as exceptions. Sylvia Shirato, however, in her TN 1931 article "Neo-Archaeology on Terra Nova," brought a new light to the subject. She proposed that the numbers of such sites could not be explained as mere anomalies. Her hypothesis stated that colonists were very individualistic people and that they tended to separate once they arrived on their new planet. Almost assuredly, one of the resulting smaller groups would become more and more isolated and with time their equipment would break down. The group would then use simpler technologies. This technological regression might go very far, until at some point in time an archaeologist could not find any written records relating to the group's later development. Shirato christened this process "artificial prehistory."

In an artificial prehistory site, an archeologist can find anything, from strange houses made of wood, to ornaments, old equipment from the fifth millenium, or skeletons with strange marks on the bones. One of those sites, near Hsi Tang, is the ancient home of a strange culture where crabblies seemed to have a profound spiritual meaning and where their nests can be found in the middle of the village. Another site, found near Yele, contains a mix of old fifth-millenium equipment such as portable ovens, transmission devices and other small technological wonders, all accompanied by polished red stones with strange designs on them. Shirato believes that many other sites might be found on Terra Nova with strange combinations of culture and technology.

• Plot Uses

The Olduvai campus is the place to form an archaeologically or anthropologically oriented team. Its large number of resources for anthropologists make it the ideal starting point for any exploration oriented adventure. If Player Characters are not interested by the prospect of looking for ancient or present cultures, however, the MAS can still be used as a great information resource. The particle accelerator, for example, can be used to date a particular artifact or bones, and the library is a goldmine for any scholar. Many expeditions, military or civilian, from the Mekong Dominion stop at the Olduvai building before venturing out in the Badlands to take supplies and plan their route.



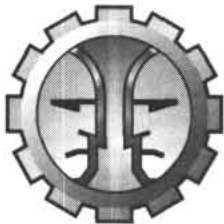
4.3.4 PLOT RESOURCES

Dr. Langmuir's expedition plans to travel around the Badlands for the next cycle, but that does not mean the players cannot encounter the team somewhere else. Langmuir's studies can take him anywhere. Sylvia Shirato could even persuade her colleague to go where she wants for once, probably an artificial prehistoric site. The expedition can show the players that raw strength is not always the most desired choice and can also give important clues about a culture or a strange artifact.



• As Allies

The expedition can become precious allies if the Player Characters venture to a land where there are different customs. Langmuir and Shirato know a good deal about the cultures of the major leagues, while Abram and Greco are more knowledgeable about the Badlands. They can help the PCs fit into their new environment and provide a good cover for any team. Langmuir will try to help anyone he encounters in need, unless doing so puts his expedition at risk. If they encounter anyone from the Mekong Dominion, Meshitsu will insist that the expedition gives assistance. The expedition is not a group of freelance tour guides, however, and will provide assistance only to those who are helpful in return. Langmuir will offer help almost automatically, but the others in the team are less forthcoming and more suspicious of strangers. PCs will have to earn their trust.



• As Opponents

The MAS team can make the perfect opponents for any other scientific team. Many scientists are willing to sacrifice a great deal to make a discovery that will give them fame and funds. Anthropologists are sometimes an annoyance to governments because they will side with smaller cultures threatened by the central authority. The PCs could be sent to take care of them. The expedition can also make good villains if the PCs are members of a small community who want to stay isolated from modern society and its troubles. Langmuir will appear with assurances of only limited contact, but community leaders may wisely choose not to believe him. Other Player Characters may feel they have nothing to fear from the team, but Langmuir and Shirato's reputations can attract unwanted attention.



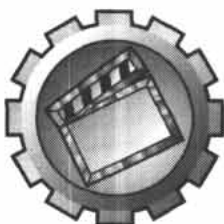
• As Background Resources

Langmuir is a good resource for anyone wanting to enter the Mekong Dominion. Proud of his achievements, he will go on and on about the subtlety of Mekong culture and its social structures. Sylvia Shirato will probably be able to give information about archaeological finds of the sixth millennium. The group in general is one of the best sources of information about the Sand Riders, even if the amount of knowledge about them is quite small and restricted to the Ratir Koreshi. They do not even suspect the existence of the Godwell Valley which shelters the Ferah Koreshi, the hidden core of Sand Rider society. The team can also help obtain access to the libraries, collections and museums of the Mekong Academy of Science, a great boon for anybody needing to do research, as well as provide limited contact with Speaker Miyako Sogabe.



• As Cavalry

Langmuir's team can help the players out of pretty tight spots. When members of two different cultures meet, a "culture shock" often happens, resulting in misunderstandings. Langmuir will gladly play the part of the interpreter and so reduce the tension between the two parties. The team can also help a group of PCs if they are lost in the Badlands. Abram will give directions to most of the groups they encounter, unless the group is criminal in nature. Langmuir will probably ask very little in return apart from food, information or, if the situation demands it, protection. Shirato and the others may, however, expect reimbursement. PCs who have been rescued could well find themselves attached to a long term expeditions before they realize it. Those trying to get out of this will be waved off by Langmuir, but earn the disdain of the others.



• As Plot Devices

The combination of archaeology and anthropology in the same group provides some interesting ways to start off an adventure. The MAS team could be the unwilling guests of a strange culture with a dangerous way to welcome strangers and the PCs are sent to get them back. An artificial prehistory site discovered by Shirato can provide an interesting setting for an adventure. The MAS team can also play a part in a larger expedition sent by the AST to explore a portion of the Badlands or the PCs could play the part of Langmuir's team's competitors in the same field of research. The vendetta of the Two-Snake Cult can also come to haunt Player Characters who establish a connection with Langmuir's team. The hunters sent out to exact vengeance may make little distinction between the "cursed outsiders" and their friends and acquaintances.



DR. ISAAC LANGMUIR

• Attributes

AGI	-1	APP	0	BLD	-1	CRE	2	FIT	0
INF	1	KNO	2	PER	0	PSY	0	WIL	1
STR	0	HEA	0	STA	20	UD	2	AD	2

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	2	Literature	2	2	Swimming	1	0
Computer	1	2	Psychology	1	2	Teaching	2	2
F Lang. (Koreshi)	1	2	Social Sci.(Anthro.)*	3	2	*(specialization)		
Investigation	1	0						

• Background

Although born in White Rock in TN 1861, Langmuir's parents left the Humanist Alliance to work for Dominion Works in Mekong when he was a child. Isaac began to study in the prestigious Mekong Academy of Science in TN 1881 and quickly became interested in anthropology. His studies helped him to understand and adapt to Mekong culture. In 1890 TN, he began his career as a foreign relations consultant at Mekong Relations, a negotiation firm, until he was hired by the MAS to teach anthropology in TN 1893. The same year, he met Maria, his future wife; they fell in love near the Fount of Good Fortune and were married in TN 1894. Two children have brought joy to Langmuir's life. His first, Hana, is working in a small company as a marketing counselor and his youngest daughter, Akane, is studying in the Southern Republic to get her degree in molecular chemistry.

• Profession

After working in the private sector for two years, Langmuir received a special grant from the MAS and began his now famous research on the Mekong Dominion. His greatest achievement was to make the first complete ethnography of Mekong culture. *Morality in Mekong: The Social Structure of the Dominion* was a non-fiction best-seller for a cycle and a half and made Dr. Langmuir one of the most famous anthropologists on Terra Nova, giving him the chance to do as he pleased. His less famous works include "Anthropology and Sociology," "A Month in a Jungle Community" and "The Two-Snake Cult." His latest project is to make the first ethnography of Sand Rider society.

• Attitudes

Dr. Langmuir is notoriously absent minded, often starting a sentence without anyone knowing what he is talking about, and often forgetting what he was just doing. He sometimes becomes irrationally angry at a little inconvenience. Langmuir's behavior stem from the fact that he feels the cycles catching up with him and fears that he will not be able to do all that he wants in life. He is very obsessed with time, often glancing at his pocket watch, working on many things at the same time and complaining to the other members of the team that they are losing precious time.

• Combat Reactions

If Langmuir happens to be caught in a combat situation he will run to safety and hide until either Paul or Abram come to collect him. The old man will be frightened and could become paralyzed with fear if the action comes a little too close to him. Usually he will let Paul Greco take care of the problem, and Abram will always try to protect "the wise man," to the great pleasure of the scholar. If his life is in danger, he will beg and plead. Langmuir is not a soldier and could not care less about honor on the battlefield.

• Contacts

Dr. Frank Zuihitsu (age 70, specialties: anthropology & Arthurian ethnography), his colleague and co-author of "Anthropology and Sociology," Maria Tsuma Langmuir (age 66, specialty: astrophysics), his wife and rector of the faculty of Physical Sciences of the MAS; Akira Naguno (age 25, specialty: cognitive anthropology), one of his brightest students with a great future in the field; Dr. Miji Donata (age 74, specialty: ancient history), a professor in the history department and a good friend; Dr. Ernesto Ryles (age 68, specialty: anthropology), a vocal critic of his study of the Two-Snake Cult.



Age:	72 cycles
Height:	1.69 meters
Weight:	63 kg
Hair Color:	gray
Eye Color:	brown
Handedness:	right-handed



SOUTHERN CHARACTERS

04

DR. SYLVIA SHIRATO



Age: 54 cycles
Height: 1.56 meters
Weight: 49 kg
Hair Color: black
Eye Color: hazel
Handedness: right-handed

• Attributes

AGI	0	APP	1	BLD	1	CRE	1	FIT	0
INF	-1	KNO	2	PER	1	PSY	-1	WIL	1
STR	0	HEA	0	STA	25	UD	4	AD	3

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Computer	1	2	Etiquette	1	0	Social Sci.(Archea.)*	3	2
Dance	1	0	Hand-to-hand	1	0	Survival	1	1
Dodge	2	0	Literature	2	1	*(specialization)		
Earth Sciences	2	2	Teaching	3	1			

• Background

Sylvia Shirato was born and raised in Atsi. Her parents were office workers in one of Calliope Research's many compounds. She had a great childhood, with many friends and without strife. Through great sacrifices, her parents saved enough money to send her to Atsi University. She studied geology for two years, until her interest shifted to archaeology. The next cycle, she received a grant from the Mekong Academy of Science and went to Olduvai. While studying, she received two more grants from the Lucie Hwong Foundation. A year before she got her degree in archaeology, her parents died in a fire at the offices of Calliope Research. Shirato suffers from mild chronic depression because of this event. When she got out of the MAS, she worked part-time on several archeological digs and, after writing her highly successful paper on artificial prehistory, got a position in the MAS Anthropology department.

• Profession

"Neo-Archaeology on Terra Nova" has made Sylvia Shirato one of the most sought after professors on the MAS Olduvai campus. Many students apply for a chance to work with her and most of her time on campus is taken up by the various courses she teaches. Dr. Langmuir's new expedition will give her a chance to find more information about the Koreshi curse of the first born that Abram has occasionally mentioned by examining cultural artifacts. Her task in the expedition will be to find any possible place where a Sand Riders caravan camped for a long period of time. However, she knows little about the Sand Riders' way of life and she hopes that Dr. Langmuir and Abram can fill in the gaps, although their knowledge is limited as well. Together they hope to construct an accurate picture of Koreshi society.

• Attitudes

Sylvia is in fact quite taken aback at the response to her small article in *Scientific Observer*. She is quite proud of her achievement and she is very happy to be a teacher at the MAS. All this success does not lighten the shadows in Sylvia's life, however. The death of her parents made a great impression in her psyche and she often dreams about them burning horribly in a building. Shirato's mood turns black when someone asks her about them. She finds Abram attractive because, she believes, he understands what it means to lose one's parents.

• Combat Reactions

Shirato took martial arts classes when she was young and if attacked in hand-to-hand combat will fight back; she knows, however, that she is not very good in these situations, and will usually try to avoid any unnecessary risks. If she is threatened, she will obey most of the orders given to her. She will not plead, nor do anything else that would bring dishonor to her or to her family. Like Langmuir, she thinks that Paul Greco and Abram can handle the combat situations thrown at the group, but she worries about Abram.

• Contacts

Dr. Luke Briggs (age 77, specialties: stonehead archaeological research & colonial pottery), the head of the Templar Research Center and the archaeologist who first gave his support to "artificial prehistory;" Philicia Longpre (age 39, specialties: journalism & rumors), a longtime friend and staff writer in charge of anthropology at the *Scientific Observer*; Lucio Lozantes (age 26, specialty: physical anthropology), one of Shirato's students with a talent for identifying the effects of disease on skeletons.

SOUTHERN CHARACTERS



ABRAM

• Attributes

AGI	1	APP	0	BLD	2	CRE	-1	FIT	2
INF	-2	KNO	0	PER	1	PSY	1	WIL	0
STR	2	HEA	1	STA	40	UD	9	AD	9

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	2	Dodge	2	1	Navigation	2	0
Camouflage	2	-1	Drive	1	1	Notice	2	1
Combat Sense	2	1	Hand-to-hand	2	1	Survival	1	-1
Cooking	1	-1	Melee	2	1	Throwing	2	1

• Background

Abram is a man caught between two worlds. He spent his childhood traveling with his parents in a Sand Rider caravan. When he was 16 cycles old, the caravan was attacked by a rover gang that killed almost everyone in it. His parents died while trying to defend their small number of possessions. The attack is blacked out of Abram's memory and the only thing he remembers is his father's corpse lying in a pool of dried blood after the attack. He took his father's drevis knife and swore to avenge his family. Abram then walked to the nearest town, where he became a desert guide. Two cycles later, he tried to make contact with another Sand Riders group, but was ignored, being tagged as "tainted" by his own people. Langmuir met with the young man in Port Arthur when the scholar hired him as a desert guide.

• Profession

Abram is the desert guide and driver of the *Longrunner* in which the expedition travels and acts as Dr. Langmuir's informant on Koreshi culture and mythology, although his knowledge is limited to that which he remembers from childhood. The former Sand Rider also acts as the protector of the team. Most of his time is taken by his tasks as a desert guide and he will often stop the *Longrunner* to search his surroundings for signs of Sand Rider caravans. At the same time, Abram will take the opportunity to verify the expedition's location, a process that sometimes makes Langmuir grumble about time. In his spare time, Abram likes to tell the stories and legends of his former people to the scholar, and a mutual respect has grown between them.

• Attitudes

Abram received a Sand Rider education and after 11 cycles in modern society he still acts like one of the desert nomads. He often bows before Langmuir and always treats Shirato with profound respect. Like any Sand Rider, he is usually quiet and will speak only if someone asks him a direct question or talks about the desert. His Sand Rider education also binds him to avenge his parents. He takes this very seriously and will not grieve until he has exacted retribution. His parent's death has also made him suspicious of others, except those who he judges honorable.

• Combat Reactions

The young Koreshi rarely uses any modern tools of warfare. He looks upon small arms as the tools of cowards and prefers to utilize his father's drevis knife whenever possible. If attacked, Abram will disappear— unless Dr. Langmuir is threatened. If such is the case, he will protect him. Abram uses the desert to his advantage, advancing slowly toward his enemies. When near, he yells a Koreshi battle-cry and fights to the death. If he's behind the wheel of the *Longrunner* when all hell breaks loose, he seeks to evade any attacks to protect the two scholars.

• Contacts

Siegfried Numhug (age 44, specialties: desert navigation & Badlands geography), one of the few friends Abram made in Port Arthur and an experienced desert guide; Zia Jung (age 30, specialty: Badlands caravan routes), a caravan trader and old sweetheart of Abram's; Lody Hunz (age 56, specialties: vehicle & Gear mechanics), a mechanic in Erech; Melzack Vincent (age 52, specialty: desert equipment) owner of *Melzack's Emporium*, a shop in Port Arthur. Zaya (age 32, specialties: survival & navigation), a guide from the Western Desert who seems to know a great deal about the Sand Riders.



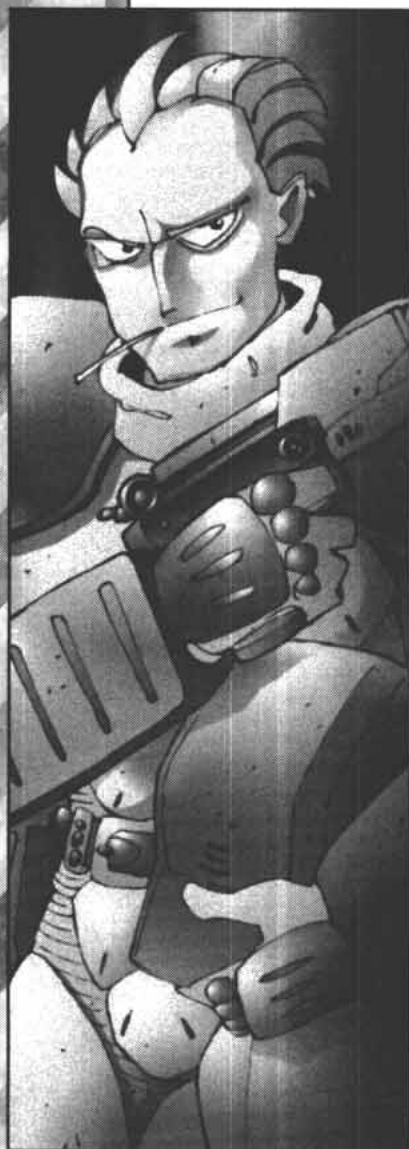
Age:	27 cycles
Height:	1.79 meters
Weight:	68 kg
Hair Color:	light brown
Eye Color:	blue
Handedness:	left handed



SOUTHERN CHARACTERS

04

PAUL GRECO



Age:	48 cycles
Height:	1.75 meters
Weight:	63 kg
Hair Color:	brown
Eye Color:	blue
Handedness:	right-handed

• Attributes

AGI	1	APP	0	BLD	0	CRE	1	FIT	0
INF	1	KNO	0	PER	2	PS	0	WIL	0
STR	0	HEA	0	STA	25	UD	4	AD	4

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	2	Gunnery	2	2	Melee	1	1
Communications	1	0	Hand-to-hand	1	1	Notice	1	2
Dodge	2	1	HG Pilot	2	1	Small Arms	1	1
Drive	1	1	Mechanics	1	0	Survival	1	1
Electronic Warfare	2	0						

• Background

Paul Greco was born in Marabou and raised in the perfect Republican family. His brother and sister were sent to the best schools while Paul was to follow in his grandfather's steps and join the military. Paul did what his parents wished him to do. In boot camp, he was overjoyed to be chosen to become a Heavy Gear pilot, but had great difficulty accepting the stringent disciplinary requirements. When he graduated, the Republican Army judged that Greco was too undisciplined for the prestigious army corps. Paul became bitter and even more undisciplined. After several reprimands from his officers, Greco deserted and fled into the Badlands. He joined a rover band, the Sand Hounds, and participated in many raids. One of those raids was the one where Abram's parents were killed. (Abram is beginning to suspect Greco of this deed, because of a few comments Greco has made about Sand Rider weaponry.) The gang disbanded and Paul went to Port Arthur to earn a living. Langmuir hired him there as an armed escort.

• Profession

Greco is now working with Dr. Langmuir as the obligatory armed escort of the expedition, as per MAS regulations. He is the pilot of the *Stone Mason* and will help Shirato with his Gear if she needs to dig out a large site. Paul will usually travel outside the *Longrunner*, staying in the *Stone Mason* and keeping a watchful eye on the desert. He also acts as a security advisor to Dr. Langmuir, giving him tips about the rover bands in activity in the Badlands. He is a bit disappointed about his *Stone Mason*, equipped only with a PR-25 autocannon and featuring an exposed cockpit, and hopes not to have to face other, more war-ready Gears.

• Attitudes

Paul Greco is a disillusioned man. When he was little, he dreamed of following in his grandfather's footsteps but the Republican Army crushed his hopes. This rejection made him a bitter and ironic man, an eternal pessimist. His years in the Sand Hounds rover band created a mercenary, a man who cares only about money and his own life. His loyalty is very thin and he would not hesitate to leave the team if they were in a truly desperate situation. He finds Abram irritating and does not like the young man, who seems to judge him without knowing a thing about his life.

• Combat Reactions

If an attack occurs when Greco is not piloting the *Stone Mason*, he will seek cover and use his handgun. Inside his Gear, he will move to protect the *Longrunner* using the dunes or other cover. The *Stone Mason* is not very fast but he will often push it to its limits and will try to fire as little as he can since the PR-25 ammunition is limited and hard to find in the desert. He will never take any unnecessary risks and will retreat if faced with opponents armed with anti-Gear weaponry. His only goal in a battle is to survive it. The security of the team is secondary to his own safety.

• Contacts

Karl Desrosiers (age 47, specialties: politics & streetwise), the political aide of a Southern politician and old friend of Greco; Pol Grunder (age 66, specialties: rover band activities & criminal scene), the former leader of the Sand Hounds, the rover band that Greco joined.



ICHIRO MESHITSU

• Attributes

AGI	0	AP	1	BLD	-1	CRE	0	FIT	-1
INF	2	KNO	1	PER	0	PSY	-1	WIL	0
STR	-1	HEA	0	STA	20	UD	1	AD	1

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureau	2	1	Forgery	2	0	Psychology	1	1
Drive	1	0	History	1	1	Social Science	1	1
Etiquette	2	2	Law	2	1	Theatrics	3	2
For. Lang (Anglic)	2	1	Leadership	1	2			

• Background

Ichiro Meshitsu has lived in Mekong all his life. His parents were accounting consultants for Miyako Sogabe's father Kazuo and Ichiro was raised to take their place. He was sent to the Mekong School of Economics at the age of 18 cycles and got his diploma in TN 1921, joining International Consumer Products as a public relations advisor. Ichiro got noticed by Miyako's father early on and the former CEO had him transferred to the PR service that worked for his daughter. In his new position, he worked more than once in direct contact with Miyako and became one of the few people she trusted. When Miyako's father died, Ichiro became one of her spies, working all over Terra Nova under the cover of the diplomat corps, gathering information and working out secret deals for Miyako. Sogabe recently asked him to join Langmuir's expeditionary group.

• Profession

Ichiro has two tasks in the expedition. He must represent the Mekong Dominion and manage the money that Sogabe gave to the MAS for Dr. Langmuir's research. Secondly, Meshitsu has been sent to learn what was so valuable about Dr. Dooglas Morasin's research that the North had to send a military rescue team into the AST and the Southern Republic was so anxious to capture him. He will try to convince Dr. Shirato to excavate every stonehead that she sees or will ask her many questions about Morasin's research. Meshitsu is still a spy and will gather any information on anything that might be of interest to Sogabe. If a tense situation requires negotiations of some sort, Ichiro will gladly take over.

• Attitudes

Meshitsu is the perfect incarnation of Dominion culture. He is polite and smiles constantly. He will always try to keep face when speaking to someone and will move in a non-threatening manner. Ichiro thinks only of his job and considers himself the modern embodiment of the samurai, gladly giving his life for his lord. He speaks with a kind of polite contempt to people who do not come from the Dominion, and expects to be treated as a superior by Mekong citizens because of his ties to the Speaker. His only passion is classical Mekong opera and he regularly whistles popular melodies. The other members of the team find this habit very annoying and have repeatedly asked him to stop, but to no avail.

• Combat Reactions

Ichiro Meshitsu is not a "warrior" in the literal sense of the word. He considers business and espionage as a battlefield and this is where he feels like the true inheritor of the samurai philosophy. This means that on a real battlefield, he will most likely hide. If someone points out this contradiction, he will feel ashamed and attempt to change the subject. If he is caught in a perilous situation, Ichiro will immediately negotiate, pointing out that he is a representative of the Mekong Dominion and that he is worth much more alive than dead.

• Contacts

Narasu Meshitsu (age 29, specialty: classical Mekongese opera), his cousin and a rising star in the Mekong's Opera House; Felipe Damasu (age 76, specialties: Mekong politics and public relations), the head of ICP's public relations office; Carlos Damas (age 42, specialties: the United Mercantile Federation's political scene and business relations), a UMF negotiator with whom he has talked repeatedly and one of his Northern contacts; Karl Nigel (age 54, specialties: forgery & streetwise), a forger in Mekong.



Age:	34 cycles
Height:	1.60 meters
Weight:	45 kg
Hair Color:	black
Eye Color:	black
Handedness:	right-handed



4.4 THE PURIFIERS

The Purifiers are a secretive group within the Humanist Alliance's own intelligence service, the Humanist Insight and Regulatory Authority (HIRA). Although there are many patriots in the HIRA who defy the Southern Republic's Intelligence Directorate's (SRID) efforts to take them over, the Purifiers are the most active and successful. Their efforts are aimed at keeping the HA free from Republican domination, by supporting the underground resistance led by Preceptor Gavin Hypolite, referred to simply as the "movement."

The Purifier's cell leader is Preceptor Tara Alany, a dedicated follower of both Humanist doctrine and the precepts of national freedom espoused by Gavin Hypolite. Unafraid to use the most extreme methods to ensure the safety of her society from internal and external threats, she is well aware that the Purifiers depend on her leadership and has passed up promotions to remain in the field with the cell.

Mafin Kolt is among the most valuable and least trusted HIRA agents in the field. Born in the Southern Republic, Kolt became a member of SRID and carried out the orders of his masters with little hesitation. It was only a long term assignment to the Humanist Alliance which broke through his facade of discipline and exposed his longing for a new way of life. Reeducated by HIRA, he now struggles to build a better way of life and uses his knowledge of SRID against his former keepers.

Captain Taind Greenburg is perhaps the most tangible symptom of the friendship established between Gavin Hypolite and Colonel Charles Arthur. An expatriate Earther, Greenburg is an agent of Port Arthur and was assigned to the Purifiers so that he could liaise with and train HIRA agents. He has established close ties with his cellmates, but cannot admit his affections to them or himself.

Along with Greenburg, Polm West is the strong arm of the Purifiers. Trained as a bodyguard and killer, he will not flinch in combat or hesitate to eliminate those who threaten his charges. Polm's dedication was reinforced by a reeducation session under the supervision of Tara Alany and he has remained fearfully loyal to his cell leader ever since.

Tzuki Maness is the least stern of the Purifiers, but is dedicated to her duties nonetheless. A thrill seeker by nature, her duties as an infiltration specialist and spy allow her to seek an adrenaline fix while serving her society. She takes great pleasure in adopting new roles and using her allure to entrap dangerous elements. Her natural charm, however, has placed her at the center of a developing romantic triangle, with Greenburg and Alany at the other corners.

4.4.1 OVERVIEW

• Background

The Purifiers were established by Hypolite as one of his many efforts to reject the Republican domination of the Allied Southern Territories (AST) and specifically the HA. Hypolite wanted to counter the SRID efforts to infiltrate and take control of the HIRA. He knew he had a great deal of sympathy from patriots like himself within the HIRA, but also knew that he might be recruiting SRID agents into the fold unless he proceeded with caution. His greatest defense against this was the actual operating structure of the HIRA, that works around the guide-student principal, found so often in the HA. This minimizes the opportunities Republican infiltration and also allows the Purifiers to carry out his requests under the guise of participating in legitimate HIRA activities.

The HIRA cell, which is secretly known as the Purifiers, is lead by Tara Alany. The cell was formed after Hypolite galvanized the members' dislike of the AST, calling upon them to help save the HA from the corruption and immorality of the Southern Republic. With similar patriotism imbued in the Purifiers' controlling preceptor Jusnar, they have been able to call upon the resources and influence of HIRA, and operate almost exclusively as agents of Hypolite.

The Purifiers perform all sorts of espionage and intelligence activities within the HA for Hypolite, and have traveled several times into the Badlands. The Purifiers are also involved in a great deal of work that must be engaged with even more secrecy, as it is outside of the HIRA's jurisdiction. This includes such things as transporting guns and explosives for the movement, theft and participation in indoctrination and training sessions for Hypolite supporters. More darkly, this also involves doing black operations, things such as demolition, sabotage, assassination and unorthodox use of HIRA reeducation facilities.





• Group Dynamics

Tara Alany is a strict leader, and she makes sure she keeps control over the group, no matter what dislikes or squabbles exist. Tzuiki Maness is the undercover expert and the whole cell is attracted to her in some way, which tends to cause tension. Mafin Colt has been around a while and is very charming, but, as a former agent of the SRID, not everybody trusts him completely. Taind Greenburg was an Earth officer. He is new to the group and although everyone recognizes his technical wizardry, he has found little friendship in the cell because of his origins. Polm West is a fairly narrow-minded killer, and perceived as such by all. He enjoys the "wet-work" the most.

DYNAMICS CHART

• Tara Alany

Mafin Colt:	A great spy but I will always watch him closely.
Taind Greenburg:	Technical genius but not a patriot. Never trust him completely.
Polm West:	Trusted man but a killer. Cold hearted. Needs a tight leash.
Tzuiki Maness:	Minx whom I would love to get involved with. Thrill seeker.

• Mafin Colt

Tara Alany:	A bit dry, but endears loyalty. Hard bitch sometimes.
Taind Greenburg:	Will never trust him. Pompous ass. Tech dweeb.
Polm West:	Heartless bastard. Violent and cunning. Patriot nevertheless.
Tzuiki Maness:	Beautiful girl. Manipulator. Would like to sleep with her anyway.

• Taind Greenburg

Tara Alany:	Underestimates me. Uses me. Control freak. Has hidden agendas.
Mafin Colt:	Don't trust him for all his charm. Sly assassin. Dark past.
Polm West:	Reminds me of the GREs, he lives to kill. Aggressive bastard.
Tzuiki Maness:	A beautiful but deceptive girl. Sex pot. User.

• Polm West

Tara Alany:	Trust her always. Cold. Tough. Respect her. Die for her.
Mafin Colt:	Nice guy. Reckon he is sincere, now. Marksman. Survivor.
Taind Greenburg:	Never trust him. Know he is spying on HA for Arthur.
Tzuiki Maness:	Great body. Manipulative. Tease. Bitch sometimes.

• Tzuiki Maness

Tara Alany:	Respect her, but don't like her subtle advances. Control freak. Cold.
Mafin Colt:	Cute, but has a dark side. Like that dark side. Strong.
Taind Greenburg:	Seems nice enough, might be worth seducing to find the truth.
Polm West:	Sleazy. Killer. Prone to violence. Cold. Cunning.



• Current Concerns

The Purifiers are currently struggling with two operations. The primary one concerns uncovering and foiling Southern Republic Intelligence Directorate operatives who are infiltrating the engineering firms in Thebes in order to steal information on rumored secret vehicle and energy weapon developments. Tara has been instructed to start looking for Republic activity around the numerous dig sites used as headquarters by the firms. So far she has used her legitimate HIRA resources, asking the cells in Thebes to keep an eye out for Southern activity in these areas. Secondly, Tara has been warned by Jusnar that the HIRA are investigating deviant activity internally. Not only is this a threat to the Purifiers, she suspects that it may have been instigated by the SRID in an effort to confuse HIRA counter-espionage activities by involving them in a destructive hunt for moles.



4.4.2 ALLIES AND ENEMIES

The Purifiers can expect aid from all patriots of the Humanist Alliance that they are known to. Tara maintains a complex system of codes and covert communications methods, to keep in touch with known sympathizers without revealing her identity. The Republic is considered the main adversary of the movement.

- **Preceptor Jusnar**



Jusnar is a member of Preceptor Hypolite's anti-Republican movement. Within the HIRA, he is the Purifiers' controlling preceptor. Jusnar himself is a very serious individual who minimizes all risks. Jusnar's cell leader is also a Hypolite sympathizer. It is only due to her judicious use of the other cells under her control that Jusnar and the Purifiers have the freedom they do.

- **Gardena Underground**

The "Underground" is made up of some of the most xenophobic Gardenans in the subterranean city. They are a very active and very dangerous movement, who are opposed to not only the Southern Republic but also any non-Gardenans. The Purifiers have a tentative connection with them, having supplied them with high tech radio and surveillance equipment in a previous operation. They are very militant and only do deals that they can profit by and that do not endanger their security.

- **Southern Republic Intelligence Directorate**

The Purifiers have had several brushes with the SRID, and their existence within the HIRA has been suspected for some time. As far as the HIRA know, the most success the SRID has had against the Alliance has been in luring away commoners and some disgruntled protectors to work for them. This was achieved through promises of a place in the Republic away from the failed utopia of the Alliance. They have so far managed to establish a promising spy ring in Thebes. This is run by Hanjel Mandubous, who has managed to assume the identity of a preceptor.

- **Port Arthur**

The Purifiers received training in Port Arthur in TN 1932, which was when Taind joined. With Hypolite's influence they know that this is a place where they can find refuge and help if things fall apart. Tara and Taind have codes and radio frequencies to get Arthurian help in several parts of the Badlands. Major Inglis Wolst has the closest force to the HA, which takes the form of a well-armed long range trade group.

4.4.3 THE HUMANIST INSIGHT AND REGULATORY AUTHORITY

HIRA is the intelligence service of the HA. A cross between a more typical counter-espionage organization and thought police, their function is to monitor society for deviance and foreign influence and then deal with it. They also conduct espionage activities outside their borders but this is not officially acknowledged by the government. The HIRA is set up in an unusual system of fairly anonymous cells, in a pyramid like structure, with the Illuminatus at its top.

- **Background**

Over many centuries, the Illuminati have established laws to keep the Utopia that is the Humanist Alliance intact. To this end the government has developed HIRA to monitor the population, without legal restraints or regards to personal privacy. Intrusive electronic and optical surveillance is routinely carried out on citizens by HIRA, sometimes because of suspicion of deviance and at other times seemingly at random. All information from investigations is stored in the massive HIRA databanks in Perth.

The HIRA was also developed to deal with deviants, whom they detect in many ways. Deviants are taken to reeducation centers where they are subject to psychological conditioning assisted by drugs, various forms of torture and if necessary even surgery. Reconditioning this way is considered more humane and better for citizens who have lost their way than imprisonment. It is always promoted to the populous as a means for those who have lost their way to be reintegrated back into society. Ads are constantly run through the media telling citizens how they can "help" their friends and family who might be straying.

HIRA agents are trained to blend into the assignment they are given and often stay at the same post for decades, reporting on deviants and threats to the nation. Although many are trained to fight if necessary, only a small minority are trained killers. For the most part, HIRA is a huge sensory apparatus looking into the bedrooms of most Humanist citizens and identifying those who must be dealt with. Few in the Alliance can go through a day without seeing a HIRA agent, but none realize they are doing so. Although HIRA is feared because of its power, most Humanist citizens recognize that it serves a critical function in their society and support the intrusions for the common good. Some go as far as calling the agents heroes, but in general they are tolerated as a necessary evil on a par with tax collectors.

Because of their extreme secrecy, HIRA agents are colloquially referred to as "Ghosts."



• Specifications

HIRA agents work in cell structures of approximately five people, functioning as self-contained inquisition units. Commoners also are included at the lower levels of the HIRA structure, but never get to a position where they control cells. In the structure, each cell has a leader, who reports to a controller in a separate cell. The controllers' cell coordinates the efforts of several cells in various operations trying to meet specific goals. The controller only communicates with the leaders of the cells they control. This creates a great deal of anonymity, where operatives do not know many others beyond their own cellmates (and a cell or two they might control), at any one time. The HIRA cell system has functioned this way for many generations and was created to make it virtually impossible for any enemy agents in the system to be able to identify anyone they had not personally worked with.

The system serves to instill trust and respect in all operatives, minimizing the risk of betrayal. It forces those within the system to bond to one another in the spirit of the Humanist ideology, revolving around a student-mentor relationship. This allows for the close observation of all HIRA operatives, making it much harder and less likely for them to engage in subversive activities. The system also deals with the age old problem of an intelligence service evolving into a distinct power, where a few select individuals at the top use the system to forward their own agendas. In the cell system, a single preceptor, excluding the Illuminatus, will never know all of the operatives or specific operations within the HIRA, making them susceptible to being caught by their own people. Some cells also work directly for the Illuminatus, with specific orders to monitor key HIRA members for failings and abuses. Lastly, it minimizes damage from betrayals, as turncoats could expose only the secrets, operations or HIRA agents they are personally privy to. If operations are betrayed, it is also easier to track the betrayer down, since it almost certainly must be someone closely associated with the incident.

• HIRA Equipment

The HIRA have a complex electronic communications system. It involves the operation of radios that encode messages using special one-time encryption data cards. A one-time encryption data card makes the system effectively unbreakable by encoding data that can only be decrypted by someone else with the same version of the encryption data card for that message. With each message using a different encryption from a data card, the system remains secure. Each card allows the encryption of about fifty minutes of speech or an equivalent amount of digital data. Each cell member carries one of these radios at all times.

Special "confidence rooms" exist where HIRA operatives can openly discuss secretive and sensitive matters, without fear of eavesdropping. These rooms are protected and secured from all but the assigned cell by complex locks and alarms. The standard locks at most HA facilities with this level of secrecy use Magnetic Resonance Imaging (MRI), to scan the hand physiology, linked with a verbal analyzer, to permit entry.

HIRA DRUG AMMUNITION

HIRA agents often use handguns or rifles that fire hypodermic micro-darts filled with a variety of drugs. Some specialized guns have multiple-ammunition magazines that permit selection of the desired drug cartridge. Sedative and lethal toxin darts are the most common ammunition.

Sedative

Potency:	9
Effects:	sedative
Onset time:	3 combat rounds (18 seconds)

Toxin

Potency:	13
Effects:	fatal
Onset time:	2 combat rounds (12 seconds)



• Plot Uses

Any foreigner in the Humanist Alliance has a good chance of coming to the attention of a HIRA cell, especially if they get involved in anything unusual or illegal. Most foreigners are watched as a matter of course. Protectors are also required to contact the various HIRA cells whose job it is to interview any outsiders arrested. Information on outsiders is freely available to most HIRA operatives via computer network, although each user access is identified by cell affiliation and logged, and separate HIRA cells maintain a vigil for suspicious accessing.

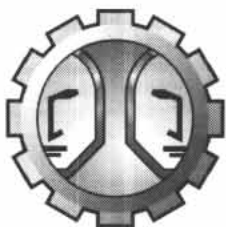
Tara is careful to monitor all reports of foreigners arrested, and will have Preceptor Jusnar allocate her cell to any activities that sound as if they have Republican involvement or might be useful to the movement.

Her personal interest in espionage and the ongoing hunt for opportunities to strengthen the movement mean that any possible spy will receive her cell's full attention. Because full amalgamation into the Allied Southern Territories is such a threat to the Humanist way of life, Tara is likely to think twice before locking up an unlucky Northern spy, despite orders to the contrary from Preceptor Jusnar. She is currently thinking of arranging a deal for Northern information on SRID members, or using such a spy to do some work for them to counter the SR.



4.4.4 PLOT RESOURCES

The Purifiers play an important part in Gavin Hypolite's vision of a land free of Republican manipulation. Together with HIRA, they can easily be worked into any campaign that enters the Humanist Alliance. Northerners and Badlands members will potentially find an ally in them, although the Purifiers will probably be adversarial until their motives become clearer. Republican operations will almost certainly find themselves constantly harassed and subject to sabotage by the Purifiers.



• As Allies

The Purifiers are immediate allies of anyone working for Hypolite, and have many useful resources and much influence. They can help move people or information across the HA, supply weapons and explosives, help to spy on and track down targets, smooth over problems with the local authorities etc. They can assist in most low level black operations, their abilities being a convenient asset to any such task. The Purifiers also have connections with the xenophobic Gardenians. They would also aid anyone else against the SR, if no unnecessary risk to the HA existed in such action. With the inclusion of Taind Greenburg in the Purifiers and Gavin Hypolite's friendship with Colonel Charles Arthur III, the operatives would also be inclined to aid Arthurian officials or allies if it were in their power to do so while maintaining their cover identities.



• As Opponents

A Republican agent in the HA has much to fear from the HIRA and the Purifiers. SRID agents are confronted by a resourceful and secretive organization which defies simple understanding or breaking. Intruders into the HA will find a society of well-organized and monitored people, a real challenge to espionage. Meeting the Purifiers is a strong possibility for any foreign spy. Trying to evade the HIRA will be a constant problem. Badlands and Northern spies might get to cut a deal to get out again, but any SRID operative might face the unpleasant alternative of betraying the SR to stay alive. The Purifiers will use whatever means necessary to deal with their opponents, including highly sophisticated drug weapons, brainwashing, kidnapping and assassination. They are fully authorized to do so and can count on support from other parts of HIRA.



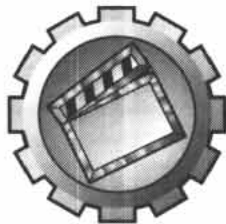
• As Background Resources

The Purifiers are too busy and mindful of their mission to be open to hiring. They might consider hiring Player Characters for missions into the Badlands or when a skill they require is possessed by the PCs. The Purifiers will be careful not to get themselves involved with Republican agents, and will not take unnecessary risks with unknown individuals. There is a good chance that Mafin, Taind and Tzuiki would be pleasant company for Player Characters involved in joint operations. The cell would also be of interest in joint operations against the SR, if it advances their cause. Like most HIRA agents, the Purifiers operate from behind cover identities and can be used as "innocent" background elements until their true agenda is ready to be revealed.



• As Cavalry

If non-Republican Player Characters are caught by HA protectors or HIRA, the Purifiers could end up cutting a deal with them for information, special resources or future favors. They would be likely to attempt to save any Northern or Badlands spy from interrogation by the South if they could, if only to help derail the SRID's plans. Rescued Northern spies would be a useful bargaining chip for Hypolite. The Purifiers could also help operatives of any of the other AST members against the Republic or the North, in return for intelligence on either party. In order to create these debts and bargaining opportunities, the Purifiers can call upon HIRA resources and appear "coincidentally" anywhere in the Humanist Alliance or AST to save the day. Their combined resources — and some preparation — allow them to deal with almost any situation.



• As Plot Devices

The HIRA and the Purifiers can easily be set up as the basis for a campaign. The Purifiers are just one cell acting for Hypolite, and the Players could easily begin as another. The Purifiers could be used by Hypolite to convey information to allies in the North or South, and their protection and safety might have to be ensured by the Player Characters while traveling to and through their league. PCs involved in fighting the Republic could find themselves developing ties with the movement via the Purifiers, having to earn their trust and respect. Of course, Player Characters loyal to the Southern Republic could just as well find themselves faced with the Purifiers and Gavin Hypolite as their opponents for the duration of a campaign. The involvement of Arthurian agents can also lead to agents of Paxton Arms — a rival of Port Arthur — being sent into Purifier territory.



PRECEPTOR TARA ALANY

• Attributes

AGI	0	APP	0	BLD	-1	CRE	1	FIT	0
INF	1	KNO	1	PER	1	PSY	-1	WIL	2
STR	0	HEA	0	STA	20	UD	3	AD	3

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	1	Electronics	1	1	Notice	2	1
Combat Sense	1	1	Interrog. (Torture)*	2	1	Psychology	2	1
Comm. (Crypto.)*	2	1	Investigation	2	1	Small Arms	2	0
Computers	1	1	Law	2	1	Stealth	1	0
Dodge	1	0	Leadership	2	1	Streetwise	1	1
Drive	2	0	Medicine (Drugs)*	2	1	Teaching	2	1

*(Specialization)

• Background

Born in Perth on 19 Summer TN 1879, Tara spent many of her years as a ward child learning and examining how the Humanist Alliance differed from the other peoples of Terra Nova. Assessed in her exams to be a preceptor, she has completely accepted her role and is devoted to protecting the way of life that she knows is the most loving and humane on the planet. Her career is full of successes, and she shows no remorse to those who would try to destroy the system, from within or without. Her file tells the history of an ideal Platonic servant of the HA. If she has any flaws in her superior's eyes, they are wishing to stay close to the enemy and refusing promotion. Tara knows that the Purifiers cannot do without her leadership and she is concerned that she will be forced by the HIRA to assume a different, albeit greater, role.

• Profession

Tara was identified as a potential HIRA operative after her exam at 16 cycles of age. She was then subjected to further testing and a long indoctrination process, molding her values and eliminating any remaining rebellious thoughts. When they were sure of her suitability, HIRA approached her. Proud to serve the Alliance, Tara accepted willingly. HIRA then determined her aptitudes, training her in the fields of cryptography, espionage and human behavior. Tara has proven to be a very capable operative, and has led her cell for over a dozen cycles. She has an exceptional ability to elicit information from subjects by way of drugs, psychology and torture. Her methods are stereotypically textbook, and are regarded as unnecessarily pedantic by the others in the cell.

• Attitudes

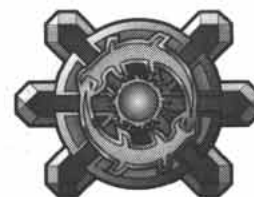
Tara is very demanding of her agents. She expects them to never waver from the rules and plans she lays down. She never takes back-talk. She has made it clear that harboring secrets from her, or attempting to deceive her, could be the last thing that they ever do. She is not completely tyrannical and accepts that people are not machines. She well understands that banter and minor horseplay are part of life and a releaser of tension. Tara has a calculating and cunning mind and is a merciless interrogator.

• Combat Reactions

Although Tara likes to be close to the action, she leaves the fighting to others wherever possible, preferring to use wits and subterfuge over violence. If violence is a necessity she will take cover and fight, attempting to injure but not kill her opponents; she likes to keep attackers alive for later. Tara can handle torture and will surrender if she thinks she can learn something by doing so. She will of course not do this unless there is a good chance of being freed or escaping.

• Contacts

Genop Spinden (age 64, specialties: espionage & psychology), former teacher whom she keeps in touch with; Fanov Damovich (age 36, specialties: electronics & communications), a member of a HIRA technical cell who Tara talks to about technical difficulties and changes in technology.



Age:	54 cycles
Height:	1.58 meters
Weight:	53 kg
Hair Color:	red-brown
Eye Color:	green
Handedness:	right handed



SOUTHERN CHARACTERS

04

**MAFIN HOLT**

Age: 52 cycles
Height: 1.73 meters
Weight: 68 kg
Hair Color: brown
Eye Color: gray
Handedness: right-handed

• Attributes

AGI	1	APP	1	BLD	0	CRE	1	FIT	0
INF	1	KNO	0	PER	2	PSY	0	WIL	1
STR	0	HEA	0	STA	25	UD	5	AD	5

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	2	1	Drive	2	1	Notice	2	2
Combat Sense	2	2	Etiquette	1	1	Psychology	1	0
Communications	1	0	Forgery	1	0	Small Arms	2	1
Computer	1	0	Hand-to-Hand	2	1	Stealth	3	1
Demolitions	2	0	Investigation	2	2	Streetwise	2	1
Dodge	2	1	Melee	2	1	Theatrics	2	1

• Background

Born in TN 1881, Mafin was born in the Southern Republic to a military family of some standing. He had a tough life as the youngest of three brothers, considered to be a "pretty boy." He entered the military at his father's insistence and then moved to the Southern Republic Intelligence Directorate. After twenty cycles in SRID, he was sent to the Humanist Alliance and was stunned to find such a peaceful and caring people. He let himself be captured by HIRA when he got word that his case officer considered him to be "burnt out" and "a danger to the Republic." Although HIRA and the Purifiers engage in murder, espionage and deceit, Mafin finds that the HA's underlying principles have allowed him to put behind him most of the self-loathing and cynicism he had been suffering in SRID. After plastic surgery and reeducation, he has found a new, more fulfilling life.

• Profession

Mafin spent most of his life being hardened to other people's sufferings; in fact, a good portion of that time was spent inflicting much pain. Mafin has spent a considerable amount of time in various Badlands communities, spying and infiltrating various organizations. His superiors found him a very capable man. Mafin also had a great deal of success with trains and maglevs in various operations and still regrets the couple he had to bomb. Mafin has taken to his work at HIRA with a passion and has taught the cell much about SRID methods and techniques. He has found a new lease on life and will do whatever it takes to protect it.

• Attitudes

Mafin is charming and confident. His good looks, perceptiveness and engaging personality have always brought him luck. For all this he is a man who trusts absolutely no one and is haunted by his past. Only when he understands what motivates someone will he rely on them, but never trust. He is always trying to soften his heart and appreciate the simple things in life; however, being a veteran of 30 cycles of espionage and black ops hinders him. His work, protecting something he believes in, helps him in his search, but the methods, involving killing and torture, hinder him, and so far peace has escaped him.

• Combat Reactions

Mafin has always had an instinct for dangerous situations. His military and espionage backgrounds have given him a fair amount of actual combat experience. Mafin's first instinct is to fend off his opponent while planning his escape. If he must fight or is motivated to, he is cool, calm and deadly, preferring to lure his opponents into an environment where he can ambush them. He favors concealable silenced pistols and is never without one. The cell has seen Mafin at work against SRID operatives and have likewise seen the rage he keeps hidden.

• Contacts

Elsio Defini (age 60, specialties: cawfee making & small talk), hotel owner in Gropius; Iano Dap (age 39, specialties: firearms & mechanics), Badlands arms merchant operating out of Peace River; Lari Fonwen (age 30, specialties: surveillance & electronics), HIRA operative and friend; Juil Desac (age 52, specialties: catering & etiquette), chief train conductor; Guidos Aquip (age 43, specialties: investigation and small arms), Badlands bounty hunter.



CAPTAIN TAIND GREENBURG

• Attributes

AGI	1	APP	-1	BLD	1	CRE	1	FIT	1
INF	1	KNO	2	PER	0	PSY	0	WIL	1
STR	1	HEA	1	STA	35	UD	7	AD	7

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	1	1	Hand-to-Hand	2	1	Stealth	1	1
Athletics	1	1	Investigation	2	0	Survival	1	1
Camouflage	1	1	Leadership	1	1	Tactics	2	1
Combat Sense	1	0	Mechanics	2	2	Teaching	2	1
Communications	2	2	Melee	2	1	Theatrics	1	1
Dodge	2	1	Physical Sciences	1	2	Throwing	1	1
Drive	1	1	Psychology	1	2	Swimming	1	1
Electronics	2	2	Small Arms	2	1	Zero-G	1	1

• Background

Born on Earth in A.D. 6097 (TN 1880), Taind was raised in a scientific crèche and spent his formative years studying physics and electronics. Although not an aggressive person, Taind joined the military to have a solid career. He eventually found himself teaching small unit combat skills and providing technical support for the Armored Infantry Division he was with. When the Earth Forces set out to reclaim their empire, he ended up on Terra Nova as part of the second main landing force near Baja. After being wounded and captured, he was eventually repatriated to Port Arthur. Most of his time there has been divided between training recruits and acting as technical support for the Arthurian communications network. He was assigned to become part of the Purifiers after a deal struck between Colonel Charles Arthur and Hypolite. His role, teaching combat skills to movement members, is complicated by the need for facemasks by all parties in order to preserve anonymity.

• Profession

Taind has adapted to his life on Terra Nova, accepting that there is a good chance he will live out the remainder of his days here. He has been working directly for Colonel Arthur for almost three cycles. The Colonel is training the Badlanders who make up part of his protectorate to enable him to hold it better during the difficulties to come. Taind had been training these natives in small unit weapons and tactics. He has also been told that the members of the HA will be allies of Port Arthur. Last Autumn he trained his current companions, the Purifiers.

• Attitudes

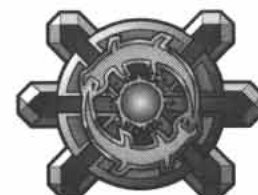
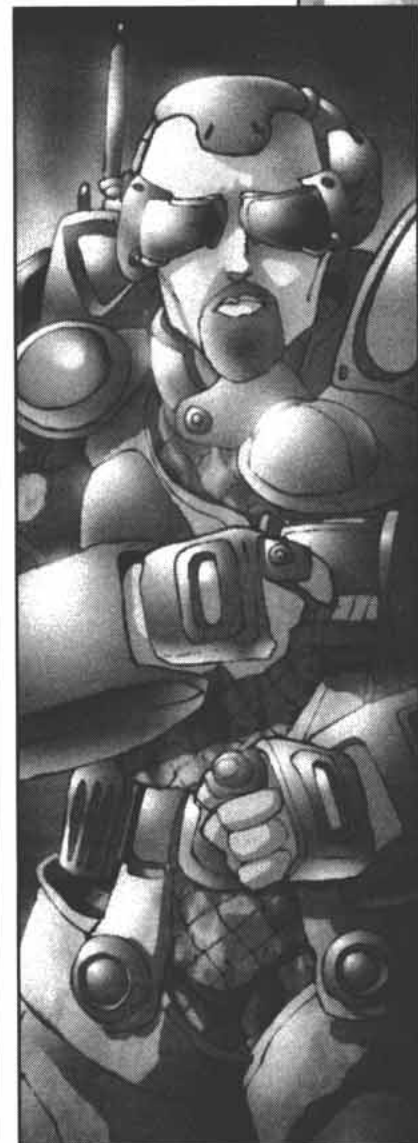
Taind is very official and impersonal when training people. In fact, his attempts to be thoroughly professional at all times allow him little time for any personal interests, and he would be hard pressed to know what to do if he had any free time. As a teacher he is a good judge of the capabilities of his trainees and welcomes a challenge. He is a very stern teacher and will not put up with any back chat or joking. He feels awkward in intimate situations. He is fond of Tzuiki, but does not know what to do about it.

• Combat Reactions

Even though Taind was trained and served as an officer, he has only been involved in actual combat a few times. As an instructor of close combat techniques, his skills come from a career-long association with them. Taind instinctively knows what to do in almost any conflict. He is well versed in small unit strategies as well as personal combat. Taind never loses his cool or his composure and always shoots to kill.

• Contacts

Various Arthurian Officers (ages variable, specialties: various); Captain Junt Andon (age 55, specialties: communications & electronics), his best friend and associate in Port Arthur; Colonel Charles Arthur III (age 62, specialties: leadership & strategy), his commanding officer and "the greatest man alive."



Age:	53 cycles
Height:	1.75 meters
Weight:	75 kg
Hair Color:	black
Eye Color:	brown
Handedness:	right-handed



SOUTHERN CHARACTERS

04

POLM WEST



Age: 35 cycle)
Height: 1.96 meters
Weight: 96 kg
Hair Color: dark brown
Eye Color: blue
Handedness: right handed

• Attributes

AGI	2	APP	-1	BLD	1	CRE	0	FIT	2
INF	-1	KNO	0	PER	1	PSY	-2	WIL	2
STR	1	HEA	1	STA	35	UD	7	AD	8

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Acrobatics	1	2	First Aid	1	0	Stealth	1	2
Ambush	2	2	Gambling	1	1	Streetwise	1	-1
Athletics	2	2	Hand-to-Hand	2	2	Survival	1	0
Combat Sense	3	1	Intimidate	1	1	Tactics	2	0
Communications 1	0		Melee	3	2	Throwing	2	2
Dodge (Bodyguard)*	2	2	Notice	1	1	*(Specialization)		
Drive	2	2	Small Arms	3	2			

• Background

Born in TN 1898 in Raleigh, Polm grew up in a fairly wild part of the Alliance. He thrived on all the physical activities available to him, and was very fond of nighttime wallaby hunting. He was also a bully, beating up on classmates when he could get away from the watchful eyes of his elders. He was sent to reeducation centers twice before his adulthood exams. He was classed a protector, which was of little surprise to anyone. Polm made it all the way to the top of the physical trials and was allowed into the elite special forces training. He excelled there, happy to have found his place, but just before graduating, and for reasons he still has not discovered, he was transferred to HIRA, specifically to the care of Tara Alany. Polm only disobeyed her once and after she personally supervised his reeducation, Polm knew he would never cross her again.

• Profession

As an operative, Polm is most effective in his favored roles as bodyguard and killer. He has been trained to act with unquestioning loyalty and without hesitation to protect those in his care. Polm is very experienced in all forms of personal conflict and small unit tactics. He keeps himself fit and supple, ready for any physical challenge. Polm considers himself an expert driver and always drives hard and fast. In battle, he prefers to attack from unexpected quarters, and enjoys preparing traps. Poisons are a favorite of his as well, allowing him to disable and intimidate targets.

• Attitudes

Polm's contentment with the HA comes both from the indoctrination he has received and from the opportunities his position allows him. Polm is generally quiet and only becomes animated when an immediate threat exists. In such circumstances he delivers crisp, sharp orders. His cell mates find disturbing the way he keeps a deadpan expression throughout fights. His cool, distant demeanor only breaks when he is off duty and drinking. Polm always tends to resort to violence when dealing with adversaries, and only his unwavering respect for Tara keeps him in check. Polm has long been accustomed to solving problems through violence.

• Combat Reactions

Polm believes in the law of the wild — kill or be killed. He also gets great satisfaction out of besting others in combat. He is always prepared to fight his way out of any situation and most of his creative efforts and forward planning go into contingency preparation. Polm loves intimidating others, and is annoyed at the regulations that prohibit him carrying weapons capable of fully automatic fire. To make up for this, he always uses the biggest weapon he can find. He also hates to leave a standoff peacefully, preferring to just get it over with.

• Contacts

Dennos Procs (age 38, specialties: firearms & unarmed combat), HIRA friend he spends spare time with engaging in combat practice or drinking; Lux Hent (age 56, specialties: psychology & medicine), HIRA doctor whom Polm sees when injured; Quin Asmoli (age 35, specialties: leadership & combat), former military buddy.



TZUIKI MANESS

• Attributes

AGI	1	APP	2	BLD	-1	CRE	0	FIT	1
INF	1	KNO	0	PER	1	PSY	1	WIL	0
STR	0	HEA	1	STA	25	UD	4	AD	3

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	1	First Aid	1	0	Notice	2	1
Combat Sense	1	1	Hand to Hand	1	1	Sleight of Hand	2	1
Communications	1	0	Investigation	2	1	Small Arms	2	1
Dance	1	1	Law	1	0	Stealth	2	1
Dodge	1	1	Melee	1	1	Swimming	1	1
Drive	1	1	Music	1	0	Theatrics	2	1
Etiquette	1	1						

• Background

Tzuiki was born in Gropius in TN 1901. She wanted to be a preceptor but failed because of her thrill-seeking approach to life. She was made a protector, with specialist training in infiltration. Her natural talents as an actor and her love of risk-taking found her a position in the HIRA. She has performed several undercover operations within the Alliance, posing as a dissident to draw Republican recruiters and others out in sting operations. A great deal of her success has been attributed to her beauty and the air of excitement that always seems to surround her. Tzuiki has worked for Tara for several cycles now and knows that there is a tension between them. She is only just starting to appreciate that Tara is reluctant to let her get into romantic entanglements with those under investigation. She quite enjoys playing different characters and having a fictional life.

• Profession

Tzuiki loves her country and being a spy. She puts her whole heart into doing her job, her enthusiasm sometimes making her overlook the original objectives. She is fond of playing parts and will always try to get herself in a position where she can play a character in a mission. She knows she is charming and very lovely, and uses these attributes as much as possible. Tzuiki enjoys escaping the orthodox lifestyle of a Humanist in her portrayals. She gets a rush from operations where she gets to seduce foreign agents. Tzuiki is well aware she is in risk of reeducation, but because she has been so successful, these "tactics" have been ignored by Tara — so far.

• Attitudes

Tzuiki has a zest for life and thrills. She also enjoys playing with people, tricking and deceiving them, especially if there is an element of danger. She avoids violence whenever possible and hates the idea of having to actually kill someone. Tzuiki cannot imagine living anywhere other than the Alliance, although she is keen to prance around Ashanti. Tzuiki is always positive and outgoing. She is also perceptive about peoples' feelings and problems, and is adept at finding a way through emotional defenses.

• Combat Reactions

Although Tzuiki is not frightened by violence, the thought of personally killing someone upsets her greatly. Tzuiki will always try to use her powerful charms to avoid a fight. She will put on her most innocent face and act scared (if needed) to avoid any personal conflict. She will fight defensively to escape if forced into a confrontation. When she must carry a gun, Tzuiki is a crack shot, but almost invariably uses a drug gun. The most combative Tzuiki likes to get is tricking targets into imbibing drugs, or leading them into ambushes.

• Contacts

Sas Mengi (age 33, specialties: hairdressing & gossip), hairdresser in Perth; Joen Lenj (age 39, specialties: medicine & flying), doctor and sometimes boyfriend, who Tzuiki has had a rocky romance with; Onas Maness (age 63, specialties: gardening & mathematics), Tzuiki's mother.



Age:	32 cycles
Height:	1.52 meters
Weight:	53 kg
Hair Color:	blond
Eye Color:	hazel
Handedness:	left-handed



4.5 THE REVENANTS

Emir Nigel Shirow's rebellion in the Eastern city-state of Basal cannot survive without outside assistance, since even an emir's resources are limited. Weapons, supplies and would-be soldiers must be found, secured and smuggled past the AST border guards. Several groups of operatives have been recruited to "expedite" these acquisitions and other, more political affairs outside the Basal area. The Revenants are one such team, willing to put their lives on the line because they have nothing left to lose.

A large reason for the Revenants' success is their field leader Goya Kasmir. A former member of the Légion Noire, she was a victim of sexual harassment and advances from a superior officer. Before she could report this offense false accusations of treason were made and attempts on her life began. Horribly injured during one such attempt, she was forced to flee the Republic. Stripped of all the honor she fought for, Goya considers herself a walking corpse, but refuses to lead any of her fellows to their deaths.

The heart and soul of the Revenants, however, is the Humanist expatriate Hjalmar Ulrich. A veteran of the War of the Alliance and medical doctor, Ulrich found himself *person non grata* when he spoke out against AST imperialism. His family paid the price, taken from him by MILICIA killers or kidnappers. Fleeing to Basal, he joined the rebellion and has been seeking a reason to struggle on through his work in the Revenants.

One of Ulrich's reasons to keep going is his effort to heal the damaged spirit of the woman known as Opal. A chameleon-like mistress of disguise, she has only a few memories of a tortured past. Addicted to drugs and violence, she struggles with her teammates help to regain control of her shattered life.

The longest-standing rebel among the Revenants is Seiver Eoi. Once a member of the Basal military, he is a veteran of the War of the Alliance and of too many brutal actions against civilians under the rule of Crown Prince Salman Shirow. In TN 1920, he balked from his orders and killed his squad mates. Going underground, he met Nigel Shirow and was recruited into his movement.

The least disturbed of the Revenants is Tish Inculca, a young woman hailing from the Humanist Alliance. An expert computer hacker, she found herself branded as a criminal and deviant after trying to break into a MILICIA mainframe. Fleeing to Basal, she decided to fight back by joining the rebellion. She has come to strongly identify with the Basalites and regularly risks her life for them.

4.5.1 OVERVIEW

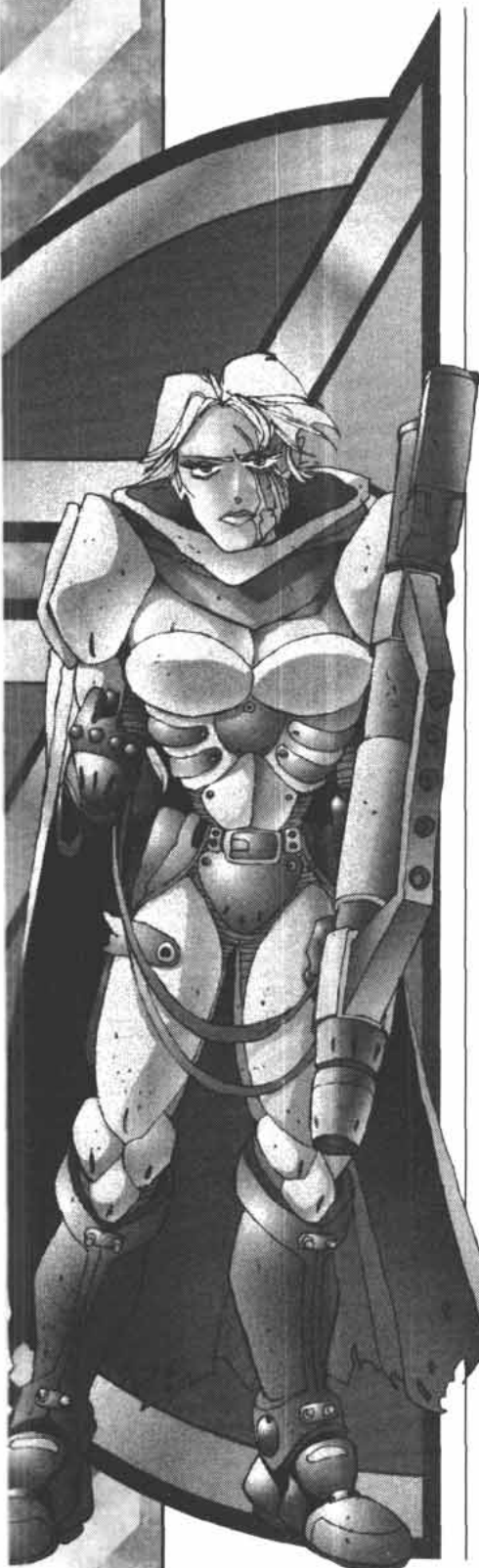
• Background

Emir Shirow vowed that the people in his special acquisition teams who would risk so much his service would be well rewarded if they survived the coming storm, and long remembered if they did not; his analysts predicted a five-cycle survival rate of ten percent. Alfonz Otahara assembled most of the teams. One group, however, had enough self-purpose to drive its own formation.

In TN 1931, Dr. Hjalmar Ulrich entered Basal trying to find succor from his SRID pursuers. With him came Goya Kasmir, a former Black Legionnaire, and Opal, a lost, tortured soul. They were assigned a guide/watchdog, Seiver Eoi, who was a longtime member of the rebellion. As an afterthought, they were saddled with a mischievous young computer whiz. Thrown together for an emergency one-time mission, these five strangers managed to quickly work out their differences and complete their escort task against heavy opposition. After that startling success, the five realized that while their situations might be hopeless, they did not have to bear that burden alone.

In each of them, a glimmer of hope appeared, hope that even in death, their names would be remembered, their voices heard. They asked for, and received, permission to remain together for the duration of the rebellion. They started down that road two cycles ago, their new lives given a name by Dr. Ulrich, who had brought them together:

"There is an old word for lost souls like us, those doomed to walk the land until they have satisfied whatever unfinished business they have with the living. They — we — struggle toward the day when redemption — and peace — in whatever form it might take will be found. Until that day comes, let us be known... as *revenants*."





● Group Dynamics

Despite their different origins and values, the Revenants have been bound together by their common enemies and their need to survive. They are truly like a family: not exactly friends, and at the same time more than friends. Leadership shifts based on the situation; in combat, Goya gives the orders, while in times of contemplation and strategic planning, it is Hjalmar who provides a solid pillar to lean on. Seiver is the group's mediator, and when Goya's strictures and Hjalmar's fatherly demeanor come into conflict, he is the one who finds an equitable middle ground. Although he and Hjalmar are fast friends, Seiver's views are often in agreement with Goya's military doctrines. Tish and Opal are both perceived as dependents; both disagree with this view, albeit in different ways.

DYNAMICS CHART

● Goya

Hjalmar:	He says the things I can't say anymore.
Opal:	Useful, but only if she cleans up.
Seiver:	My first choice to guard my back.
Tish:	Competent, but she needs discipline.



● Hjalmar

Goya:	Remarkable. In her, rigidity is a virtue.
Opal:	How long can I keep her secrets for her?
Seiver:	A noble and trustworthy friend.
Tish:	Smart child, but in way over her head.



● Opal

Goya:	Arrogant and self-righteous. Ugly, too.
Hjalmar:	Only he can keep me alive.
Seiver:	I value his friendship, but not his pity.
Tish:	Was I once like her? Will she become me?



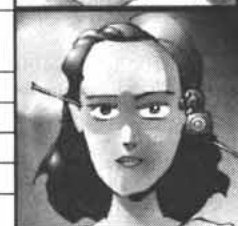
● Seiver

Goya:	A fellow betrayed warrior.
Hjalmar:	A noble and trustworthy friend.
Opal:	How sad that a human could do that to herself.
Tish:	I'll kill anyone who hurts her.



● Tish

Goya:	She's <i>not</i> my mother.
Hjalmar:	He's so smart! Too bad he's so <i>old</i> ...
Opal:	Poor woman. Hope that doesn't happen to me.
Seiver:	He's a dear.



● Current Concerns

The rising tension in the South has resulted in a flurry of highly sensitive political information-gathering missions. The Revenants have recently traveled to Peace River, Port Arthur and Mekong. They are worried that things are spiraling far out of control, changing street names every few weeks for security and staying in the Basal undercity unless on assignment. The Revenants are beginning to realize that things aren't quite as hopeless as they could get, and that they would perhaps like to live a while longer. They were recently approached by a Northern agent and invited to defect. Although they would prefer not to abandon Shirow's cause, they realize that as things stand, their chances of survival are slim. The next few months will see what wins out: self-preservation or loyalty and honor. Either way, something precious stands to be lost.



4.5.2 ALLIES AND ENEMIES

Without the help of friends, the Revenants would have nowhere to sleep peacefully or speak freely. Although the Revenants' friendship is given neither easily nor quickly, there are some associations which have withstood the test of time, for better or for worse.

• The Sundowners

A ragtag group of disgruntled ex-ESE Gear pilots, soldiers and techs who roam the rural areas around Basal, the Sundowners have pledged their services to the rebellion in return for money and the promise of asylum once Shirow is victorious. For now, they take advantage of the chaos which reigns in and around Basal, raiding AST convoys for supplies and Gear parts, trusting that everyone has more important things to do than comb the countryside for a few bandits. Their leader Cleo Tengra is a longtime friend of Seiver, who receives a generous discount whenever he calls on the Sundowners for escort or outrider duties.

• Lieutenant Ylyana Maritz



The Southern Republic Intelligence Directorate does not like loose ends. Hjalmar Ulrich most certainly falls into that category, and Lieutenant Maritz has made it her pet project to track down the renegade doctor. Driven by the promise of promotion and power, she has kept Dr. Ulrich's file open long after her superiors had dismissed him as dead. Her doggedness has proven fruitful, however; a few seasons ago, an operative reported sighting the doctor in Bangweuleu. She expects the loose end to be tied soon, and then to be a sous-commandant at the young age of forty cycles.

• Yama Moto Yama



The person using the pseudonym of "Mr. Yama" is the Revenants' liaison with Nigel Shirow. Flabby and slow, he nevertheless walks the streets and sewers of Basal fearlessly, his cold eyes gleaming with arrogance and malice. His reasons for serving Shirow are unclear, as is the basis for his reputation as a deadly man to cross. His missives from Shirow are often accompanied by both useful advice and sneering disdain, leaving the recipients uncertain as to his true attitudes. He seems to have a strange fascination with Opal, and has let on that he knows something about her history. Of course, he has not elaborated on the subject.

4.5.3 THE BASAL UNDERCITY

Beneath the centuries-old structures of Basal lies a labyrinth of tunnels, sewers and buried sectors of the old city. The sewer systems that are currently active make up only a fraction of this extensive network, many of whose records are lost. Long a refuge for criminals and the homeless, the undercity has now become a superb hiding place for rebels and insurgents who dare not spend too much time in the light of the sun.

• Background

When Basal was gleaming and new, the sewer system was regularly patrolled and guarded by remote cameras. Over the centuries, however, massive expansion and reorganization spearheaded by inept city managers turned the well-maintained network into a decrepit maze with huge sealed-off areas and unpredictable twists and turns. It became a haven for criminals and refugees, who lived in an uneasy stalemate with the rat-like creatures which had overrun the unused portions of the tunnels. Gradually, a population of permanent residents took hold, avoiding the increasingly infrequent patrols and developing ingenious tactics to keep the rats at bay.

As the local emirs' tyranny grew, so did the population of the developing undercity. Large enclaves became commonplace, and one could live a normal life (after a fashion) amongst these well-protected groups. The double threat of the rats and discovery did wonders to help people get along with one another. The undercity hence avoided serious attention until TN 1923, when a particularly well-organized manhunt ordered by Crown Prince Salman Shirow resulted in the discovery of several hunted individuals deep in the complex. Fortunately, by the time the information made its way up the ranks, Salman's brother Nigel had disposed of the tyrannical prince. Nigel Shirow continued to effectively steer AST attention away from the undercity until he declared his rebellion. Since then, Shirow has used the underground as a staging ground for his guerrilla war.

Several times during the last two cycles of revolution, parts of the undercity have been exposed by MILICIA or Patriarchal attacks. The standard reaction has been to seal off the exposed locations and allow the attackers to believe they have uncovered only a small inhabited area in the unused sewers. Southern commanders now realize that the Basalite rebels use the "abandoned" sewer system as a base of operations and have begun using specially trained soldiers known as "sewer rats" to flush them out. These officers have yet to realize the extent and true nature of the undercity, however, and use their "rats" only to clear out potential ambush pits. Nonetheless, Emir Shirow and the leaders of the undercity are extremely concerned by this new development.

Patriarchal commanders have suggested flooding the sewers with tear gas or even chemical weapons to deal with the problem once and for all. MILICIA commanders have thus far vetoed the idea because of the massive loss of civilian life that would be sure to result. This has forced the MILICIA to guard against Patriarchal soldiers using chemical weapons in violation of the AST interdiction, diverting them from their real task.



• Overview

In the desperate time of the CEF invasion, the undercity inhabitants were organized by an enigmatic leader (see sidebar below), who increased communication and cooperation between enclaves, gradually consolidating them. Old, deep tunnels were unsealed, pumped clean and made safe for human habitation, while new connecting passages were excavated, all without the knowledge of Basal's more conventional residents. The active upper sewers were studiously avoided except in the case of a few well-hidden escape passages to the surface. Most exits from the underground complex opened outside the city walls in isolated dumping zones. The residents grew fungus and some plants for food, and developed many appetizing recipes for sewer rat.

During the war, Nigel Shirow — forced into hiding by his brother Salman — found shelter in the tunnels, befriendng both its ruler and its inhabitants. He secured their loyalty and helped keep their sanctuary relatively inconspicuous. When independence was declared, the undercity was well prepared for the huge influx of runaways and refugees. These brought new skills and equipment to the subterranean nation with which to improve on the jury-rigged "safe zones."

The perimeter of the undercity is now monitored by sensors controlled from deep within the central part of the complex (a place affectionately referred to as the Keep), and sophisticated airlock-style mechanisms keep the rats out far better than the makeshift barricades of old. Conditions are cramped, but it's better than being executed, as far as the residents and the Revenants (who spend much of their downtime deep in the Keep) are concerned.

SEWER RATS

While evolutionarily dissimilar to the mammalian vermin of Earth, featuring an extra pair of legs and a chitinous outer covering, these vicious and cunning animals are more than enough like rats to deserve the name. Believed to have come from the southern swamps (where they preyed on insects, carrion and each other), sewer rats have, over the centuries, infested the underground of nearly every city in the ESE, where the government is too apathetic to do anything about them. The food-rich, predator-free environment has resulted in increased size, aggressiveness and a population boom. Specimens over a meter in length have been reported, and swarms of rats have been known to venture above ground at night to attack anything that seems even remotely edible (or, for that matter, vaguely chewable).



"ANDERS VON BRESLAW"



"Anders" is an old fellow who has lived almost his entire life in the Basal undercity, and knows every nook and cranny of the huge maze. He has adapted quite well to the newfound popularity of his home, and has been responsible for organizing its denizens and creating the many "safe zones" that make the underground life easier.

He is now the accepted leader of the subterranean domain, administrator of what justice may prove necessary (in recent months, this has mostly involved information leaks and other security risks). Given his accomplishments, wit and intelligence, his "subjects" are willing to overlook his many eccentricities, the latest of which is his delusion that he led the forces that defeated the CEF. Not all is well, however; some residents of the undercity have violently rejected his authority, caring little for his concerns about unwanted attention from the AST and emirs. While some of these groups have already been discovered by Patriarchal troops, leading to the slaughter of many civilians, others are leading a successful guerrilla campaign of their own, paying no attention to "Anders" and often only lip service to Emir Shirow. Despite his militant sobriquet, "Anders" is a peaceful man, and he secretly dreads the day when, for the sake of thousands of refugees and rebels, he must order an execution.



• Plot Uses

Depending on the players' political alignment, the undercity may be a lifesaving hiding place or a den of traitors and criminals. In either case, the most pressing issue concerning Emir Shirow and "von Breslau" is the continued low profile of the complex. Although Shirow has done his best to keep attention away from the complex, the increasing level of tension, anger and frustration among Southern troops in his city greatly increases the likelihood of a dedicated assault by MILICIA tunnel rats. Many adventures could be based on the rebels' constant efforts to divert AST attention away from the sewers while still getting some use out of them. A manhunt through a rat-infested maze is unpleasant for everyone involved, and will test any PC's ingenuity.

The undercity can also serve as a bolt-hole for PCs who, like the Revenants, are on the run. The inhabitants are an excellent source of information and bizarre gadgets, and will be happy to assist PCs who have been cleared by someone on the inside.



4.5.4 PLOT RESOURCES

The Revenants could conceivably be encountered by PCs anywhere south of the equator, mostly in places involved (openly, secretly or potentially) with the Basal rebellion. Due to the dangers of being seen too often in one location, they are seldom sent to the same place twice, at least not in the same capacity. Of course, they always do their best to go unnoticed at all times, but seldom do their assignments go quite as planned.



• As Allies

Despite their need to stay unobtrusive, most of the Revenants (Seiver and Hjalmar in particular) have a soft spot for the downtrodden and the underdog. If the PCs have in some way managed to demonstrate that they are "good guys" (i.e. working against the tyranny of the emirs and/or the AST), the Revenants might be persuaded to travel with them, or perhaps even fight alongside them. Seldom, however, will the Revenants allow the PCs to learn their true identities, affiliation or mission objectives. In their situation, trust is a luxury not worth the price. Even those who end up joining the rebellion itself will have a very difficult time getting to know the Revenants. They survive by trusting only each other and feel that opening up to others is a very dangerous matter indeed. Only long battles fought side by side could hope to change that.



• As Opponents

The Revenants have few compunctions about eliminating obstacles that happen to be in their way, although their first choice is usually to use peaceful methods to dissuade opposition. Even if the PCs are not Nigel Shirow's enemies, bad or misinterpreted orders on either side may result in conflict. In a pitched battle, the Revenants are not much of a threat; most well-armed PCs will be treated to the sight of a well-ordered retreat. Off the field, though, is where the PCs must beware, for the Revenants play an excellent game of cat and mouse. Tish will see to it that the PCs are always watched, and who knows where Opal might lurk? If the Player Characters are chasing the Revenants, they will be faced not only with the Revenants' ability to disappear virtually at will, but with the fact that their headquarters lies deep in the undercity of Basal, behind both rebel and MILICIA lines.



• As Background Resources

Players might be hired by the Revenants for any number of subcontracted jobs, from burglary to assassination. PCs might also find themselves employing one of the Revenants (most likely Opal or Tish), playing unwitting hosts to a covert operation. Subsequent discovery of their employee's true nature could result in alliance or enmity, depending on the PCs' reactions. Any negotiation or discussion will most likely occur through Seiver or Goya, since Dr. Ulrich prefers not to show his face at "business meetings." Tish will make sure that the PCs' actions and statements are recorded for posterity. The presence of the Revenants can also be used to bring the specter of rebellion into a campaign. That five people regularly risk their lives for a cause may shine a harsh new light on Player Characters' more mercenary instincts. Self-sacrifice forms a powerful contrast to greed.



• As Cavalry

The Revenants (or their escorts) will not go too far out of their way to save PCs in a fix; after all, they do have their own agendas to deal with. A well-timed ambush or entry is their favored tactic, with direct confrontation a last resort. Rescued PCs should be prepared to be suitably grateful for the Revenants' intervention; the Revenants are not greedy, but they cannot afford to hand out free aid. The form of repayment should be one the PCs are capable of providing, be it weapons, equipment or armed escort. Player Characters who refuse to return the favor will usually be cut off, but Goya will keep them in mind for the next time the Revenants have an opportunity to exact some vengeance. They will not threaten their mission to even the scales, but will not soon forget a sleight. Goya will be especially likely to arrange for the Revenants' next mission to allow them the chance to make PCs regret double-crossing them.



• As Plot Devices

Although the Revenants have yet to fail a mission, there is a first time for everything. An unlucky group of PCs could find themselves stuck with data or some other contraband that the Revenants are for some reason unable to deliver. Worse, one of the Revenants could be injured or comatose, leaving the PCs the moral dilemma of what to do with a broken spy. Worst of all, perhaps the Revenants' enemies have gotten the idea that the PCs are the Revenants' friends, and are now hunting the PCs as well. A friend of the enemy is just another enemy, after all. Player Characters caught in this situation may be stuck with the unpleasant alternative of going out to find the Revenants. This, of course, entails getting behind the lines in Basal without becoming cannon fodder.



GOYA KASMIR

• Attributes

AGI	1	APP	-1	BLD	0	CRE	1	FIT	0
INF	1	KNO	1	PER	1	PSY	-1	WIL	2
STR	0	HEA	0	STA	25	UD	5	AD	5

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Aircraft Pilot	2	1	Electronic Warfare	1	1	Melee	2	1
Combat Sense	2	1	Gunnery (aircraft)	2	1	Notice	2	1
Communications	1	1	Hand-to-Hand	2	1	Small Arms	3	1
Dodge	2	1	Leadership	2	1	Tactics	2	1
Drive	1	1						

• Background

Born in TN 1877 to a military family in Port Oasis, Goya grew up accustomed to the soldier's life. Firmly believing in the inherent superiority of Southern Republicans and the rightness of their causes, Goya joined the military at the first opportunity. She entered the Légion Noire as an escouade leader, where she spent her next twenty cycles serving her league.

In TN 1927, Goya discovered how little her nation and people cared for her loyalty, when her refusal of a senior officer's sexual advances resulted in a spiteful false accusation of treason. Before an inquiry could be conducted, her quarters were destroyed in an "accidental" fire which she escaped at the cost of much of her left side. Goya survived the ensuing manhunt by luck and sheer force of will. She found shelter with a friend, a Port Oasis private investigator who helped her recover from her wounds in a place of safety.

• Profession

Presumed dead by her superiors, Goya was posthumously stripped of all rank and honor. Abandoned by her people, she began to nurse a growing hatred for the political system that had betrayed her. She concealed her identity and disappeared, her morale as broken as her body.

In TN 1931, made whole with ugly but functional cyb prostheses, Goya came to Basal with Dr. Ulrich to join the rebel emir's forces. When the Revenants were formed, the choice for leader was obvious. Goya's tactical and organizational skills coupled with her drive and force of personality have made her a respected, if not beloved, commander. She plans and directs all of the team's operations, focused always on advancing her personal vendetta against the Republic.

• Attitudes

Goya believes she should be dead, and acts like it. She sees her cybs as a symbol of her half-life, and permits herself few displays of emotion. Her priorities are (in order of importance) keeping her new "unit" alive, gaining allies for Shirow's crusade, assisting in the downfall of the AST, and lastly, living long enough to see it all happen. More than any of her comrades, Goya fits the label of a revenant, and she knows it. She should be dead, and is only alive because of unfinished business. When the AST dies, so will she.

• Combat Reactions

Goya always carries a military pistol (at the very least) and is an excellent judge of when she should stop talking and start shooting. She prefers to avoid combat when possible, realizing that her compatriots tend to fare poorly in a firefight. If a fight is inevitable, she will do her best to give orders that will allow everyone an equal chance of survival. Although this tactical philosophy has caused problems in cases where it would be best for a single group member to serve as a decoy, Goya refuses to play God with the lives of her only friends.

• Contacts

Bolrand Seples (age 58, specialties: investigation & espionage), the private investigator who helped Goya in TN 1927; Ketrine Nenquist (age 90, specialties: survival & mothering), a kindly undercity woman who is trying to convince Goya to be human again.



Age:	56 cycles
Height:	1.70 meters
Weight:	79 kg
Hair Color:	blond
Eye Color:	gray
Handedness:	right-handed



SOUTHERN CHARACTERS

04

HJALMAR URICH



Age: 52 cycles
Height: 1.74 meters
Weight: 71 kg
Hair Color: brown
Eye Color: brown
Handedness: left-handed

• Attributes

AGI	0	APP	0	BLD	0	CRE	1	FIT	0
INF	0	KNO	2	PER	2	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	4	AD	4

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	2	First Aid	3	2	Medicine (Surgery)*	2	2
Combat Sense	1	2	Hand-to-Hand	1	0	Notice	1	2
Cooking	1	2	Investigation	1	2	Psychology	1	2
Demolitions	1	2	Law	1	2	Streetwise	1	1
Dodge	1	0	Life Sciences	1	2	* (Specialization)		
Etiquette	1	1	Melee	1	0			

• Background

Hjalmar Urich was born in TN 1881 to preceptor parents in the Humanist Alliance city of White Rock. A combination of intelligence and parental prodding drove Hjalmar to excel in academics, where he pursued medicine in search of fortune and fame. Everything changed, however, when the CEF attacked. Joining the defense forces as a field medic, Hjalmar saw firsthand the horror of true war, and began to realize the importance of his calling. After committing terrible acts of destruction while trapped behind enemy lines, he added to his commitment to the Neufeldt Axiom a vow to never again take a human life, even for the sake of his own survival. He has kept his word to this day.

Hjalmar lived in peace and comfort until TN 1930, when his public denouncement of the AST's imperialist policies resulted in the "disappearance" of his family. Now a marked man, Dr. Urich went east, hoping to hide in the slums of the ESE. On his journey he met Opal and Goya, and together they decided to go to Basal to join the newborn rebellion. The formation of the Revenants soon followed.

• Profession

Hjalmar provides medical care and psychiatric support to his teammates. He also has some talent in the use of explosives and chemical weapons (presumably taught to him during the war), although his refusal to endanger lives limits the usefulness of that skill. Hjalmar does not enjoy being a spy, but he knows his talents are needed right where they are; anyway, with his life destroyed, his oaths are the only thing he has left to live for.

• Attitudes

Dr. Urich is adamant concerning his vow to preserve human life. What the other Revenants do is their own business, and he understands that desperate times sometimes necessitate acts of extreme violence, but he will take no part in them. He finds planned murders and assassinations (even of the criminals and corrupt officials that are the Revenants' usual targets) to be highly distasteful, which occasionally strains his friendship with Opal, who is almost always the killer. When questioned about his skill with explosives, he only mutters vaguely about "blowing stuff up in the war."

• Combat Reactions

Hjalmar is calm and collected in combat situations. Given his pacifistic beliefs, however, his reaction is usually to calmly and collectedly dive for cover. He refuses to use firearms, and will only use a blade in self-defense, making him the "guy in the middle" in almost all fights the Revenants get into. Hjalmar does have some Judo training and if left with no other recourse, will attempt to close and incapacitate his opponent.

• Contacts

Zara Tomaso (age 52, specialties: surgery & toxicology), a physician on Emir Shirow's personal staff who provides Dr. Urich with news, information and medical supplies; Karlyn Blehe (age 46, specialties: teaching & medicine), a high-ranking preceptor in Raleigh who keeps him in occasional contact with his friends in the Humanist Alliance.



OPAL

• Attributes

AGI	1	APP	2	BLD	0	CRE	1	FIT	-1
INF	2	KNO	0	PER	1	PSY	-2	WIL	-1
STR	0	HEA	-1	STA	20	UD	5	AD	4

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	1	F Lang (Bad. Dial)	1	0	Sleight-of-Hand	2	1
Communications	1	0	F Lang (Intralingua)	1	0	Small Arms	1	1
Dance	2	-1	Gambling	2	1	Streetwise	2	2
Disguise (Imperson.)*	3	1	Hand-to-Hand	2	1	Theatrics	2	2
Dodge	1	1	Melee	1	1	*(Specialization)		
Etiquette	1	2	Notice	2	1			

• Background

Discovered half-dead in a ditch near Bangweulu by Dr. Ulrich during his flight in TN 1930, Opal's past is a complete mystery, most of all to herself. She has an extreme psychological addiction to body-sculpting surgeries somehow linked, Dr. Ulrich theorizes, to her equally powerful addiction to narcotics.

Her companions' best guess is that she was once part of an emir's harem, a life well-suited to abuses of body and soul. Used up, cast out and left for dead, the Revenants assume that natural cunning kept Opal alive through thievery and gambling winnings. However, the source of her assassin training and remarkable mastery of the art of disguise remains a puzzling mystery. Hjalmar has become a savior of sorts to her, slowly but surely treating her addictions and attempting to repair the terrible damage done to her body and mind.

• Profession

Naming herself after the gemstone of shifting colors, Opal has begun a new life, joining Emir Shirow's crusade as a member of Dr. Ulrich's team. Usually motivated by thoughts of revenge, her values occasionally shift to a slightly more altruistic view as her closeness to her newfound family grows. Although she is still wracked by violent mood swings and drug addiction, Opal is invaluable to the success of the Revenants' missions. Her skill at impersonation is uncanny; even without constant surgical modifications (a fixation which Dr. Ulrich is attempting to cure, with limited success) she can perform wonders of fakery that regularly fool suspicious eyes at close range. She is the team's infiltrator, decoy and assassin, and she's very good at her job.

• Attitudes

Whenever she is not preoccupied with her own misery, Opal enjoys being outraged at the injustices of the ESE and AST. Her hatred (and resultant love of killing) does as much to keep her going as does the friendship of her companions, without which she believes she would be long dead. In the course of examining and operating on her, Dr. Ulrich has uncovered much information about Opal's past appearance, probable age and origins. She has Hjalmar's word that her secrets will never pass his lips.

• Combat Reactions

Opal almost always has a weapon concealed somewhere on her person, even if it is simply a garrote coiled in her hair. She is quite good at convincing opponents that she is injured or otherwise unthreatening, thus luring them closer and into a false sense of superiority before she strikes. She dislikes running battles, preferring fights to be short and brutal. If things start looking as if they will become overly drawn out, Opal will withdraw and wait for a better opportunity.

• Contacts

Lieutenant Valrey Kinsit (age 70, specialties: bureaucracy & supplies), an AST supply officer who knows Opal as "Gordan Uwe," a handsome, charming businessman for whom she would do *anything*; Klaudya Esza (age 33, specialties: streetwise & drugs), her source of high-grade recreational drugs and a constant barrier to Dr. Ulrich's efforts to keep Opal clean.



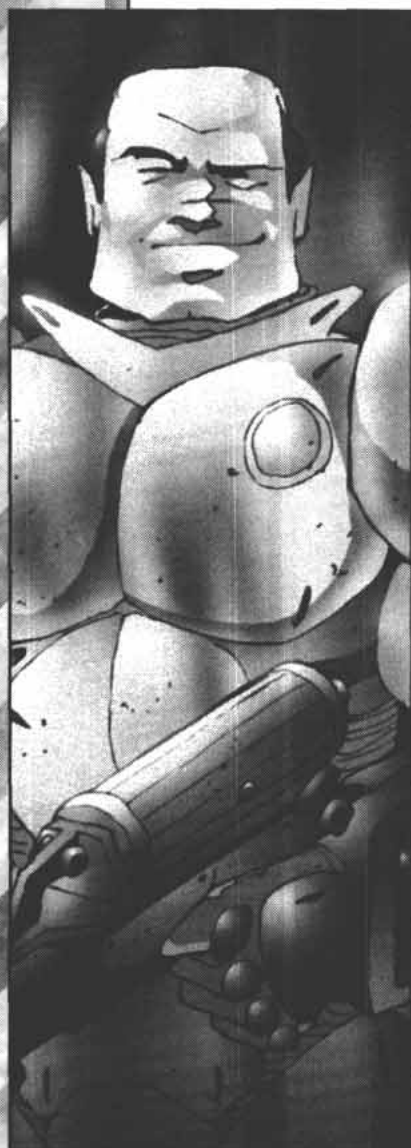
Age:	unknown (approx. 40 cycles)
Height:	1.71 meters
Weight:	68 kg
Hair Color:	currently white
Eye Color:	currently blue
Handedness:	shifts with her mood



SOUTHERN CHARACTERS

04

SEIVER EOI



Age: 44 cycles
Height: 1.85 meters
Weight: 95 kg
Hair Color: bald
Eye Color: dark brown
Handedness: right-handed

• Attributes

AGI	0	APP	-1	BLD	2	CRE	-1	FIT	1
INF	2	KNO	0	PER	1	PSY	0	WIL	0
STR	1	HEA	0	STA	35	UD	8	AD	8

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	1	0	Electronics	1	0	Melee	2	0
Combat Sense	2	1	Gunnery (HG)	2	1	Notice	1	1
Communications	1	0	Hand-to-hand	2	0	Small Arms	2	0
Demolitions	1	0	HG Pilot	2	0	Streetwise	1	2
Dodge	2	0	Mechanics	1	0			

• Background

Born in TN 1889 in a Basal slum, Seiver Eoi spent his childhood under the crushing tyranny of the upper class. He joined the military after the War of the Alliance in order to earn money for his family and also to learn the skills he would need to someday fight back against the emirs. For cycles he kept his true feelings suppressed so as not to be caught by the political officers, agonizing every time his unit was called upon to put down a demonstration or hunt down a refugee. Seiver snapped during the TN 1920 uprising, turning his Gear's autocannon on his own cadre, gunning them down while they crushed civilians in the streets. He remembers little of what happened afterward, but undercity folk say he was found unconscious outside an enclave, half-eaten by rats. Miraculously, he survived, only to find out that his entire family, every generation, had died in the riots.

• Profession

Still alive but dead within, Seiver swore vengeance. He was introduced to Nigel Shirow, to whom he pledged his life and loyalty. As Shirow gathered his forces over the cycles, Seiver's negotiating talent proved useful time and again, as did his piloting skills. When Seiver was assigned by Shirow to a group of strangers as their Gear pilot/negotiator, he did not expect to find four kindred souls. He gladly embraced them as his new family, feeling like he finally had something to live for. Seiver functions as the group's supply procurer and deal-maker. His polite, easygoing manner has won the Revenants many an ally, and it is his work that ensures that the group is protected when traveling.

• Attitudes

Outwardly cheerful and boisterous, Seiver is deeply troubled by the fact that he is a refugee in his own land, without any end to his banishment in sight. He does not want his children to grow up as he did, and believes he is willing to die for that dream. However, he is constantly nagged by the knowledge that he is the last of his line, which occasionally gives him pause when he is doing something particularly risky. Usually, though, his love for his adopted family (especially Tish, who reminds him of his sister) keeps him focused and in control.

• Combat Reactions

Seiver is always ready for a fight, but out of consideration for his friends, he will do his best to negotiate a way out of the situation, or at least buy time to allow the others to escape or get better positioning. Failing that, he functions as the group's point man, often backed up by Goya. His superior combat abilities make him an ideal bodyguard figure. In addition, he is the group's only Heavy Gear pilot, which makes him and his stolen *Black Mamba* (safely hidden away outside Basal) invaluable when the Revenants are in need of extra firepower.

• Contacts

Clio Tengra (age 46, specialties: HG piloting & leadership), an old friend and leader of the Sundowners; Seen Farle (age 48, specialties: business & smuggling), a local gun runner who supplies the Revenants with weapons and ammunition; Mufasa al-Khaldi (age 51, specialties: investigation & criminology), a retired Basal police inspector who warns Seiver of municipal goings-on; Rakella (age 39, specialties: theatrics & streetwise), Seiver's source of secrets from all over Basal via her link to its huge population of prostitutes.



TISH INCULCA

• Attributes

AGI	1	APP	1	BLD	-1	CRE	2	FIT	0
INF	0	KNO	1	PER	1	PSY	0	WIL	-1
STR	0	HEA	0	STA	20	UD	3	AD	3

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	1	Electronic Warfare	1	2	Notice	1	1
Communications	1	1	Intralingua	1	1	Small Arms	1	1
Computer (Hacking)*	3	1	Forgery	1	2	Streetwise	1	1
Dance	2	1	Hand-to-Hand	1	1	Tinker (Computer)*	2	2
Dodge	1	1	Music	1	2	*(Specialization)		
Electronics	1	1	Melee	1	1			

• Background

Born in TN 1904 to commoner parents in Perth, Tisiphone Inculca grew up in a peaceful, well-ordered environment. Bursting with natural intelligence, "Tish" resented her parent's lack of ambition and vowed never to become the cattle she perceived them to be. She threw herself wholeheartedly into her schooling, and after passing the preceptor examination she left her parents behind completely, moving out of the commoner sector and becoming a true ward of the state. At the University of Perth, Tish nurtured her strong aptitude for computers, and therein did her downfall lie. Never properly disciplined as a child, she came to enjoy committing various pranks, always testing the limits of her abilities. One day, she and some friends went too far, and tried to hack a MILICIA mainframe. When the authorities came for them, they fled, leaving their reputations to be destroyed by the SRID. One by one, they were hunted and eliminated. Tish is the sole survivor.

• Profession

After a cycle of running scared, Tish found shelter in Basal, where she easily demonstrated her usefulness to Emir Shirow's cause. Although there was skepticism due to her youth, the rebellion could not afford to be picky, and in Autumn TN 1931, Tish was introduced to the then-unnamed Revenants as their fifth member. Her role in the group requires her to be a technician, surveillance specialist and computer criminal all at the same time. Also, in order to get into secure areas to tap into terminals or to bug rooms, Tish must often go undercover, a task for which she is poorly suited but which she finds thrilling.

• Attitudes

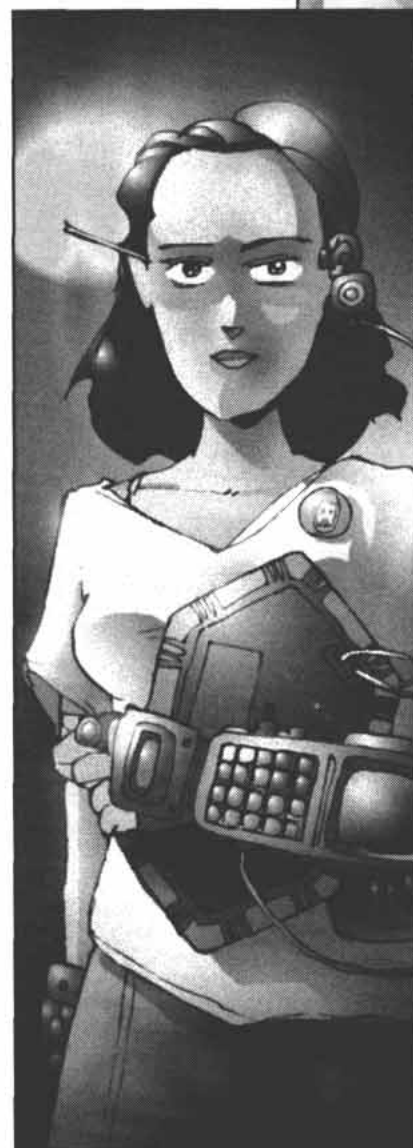
Computers (which test her intellect) and dancing (which frees her emotions) are the only two things that give Tish joy. The cycles have matured her somewhat, and she understands that pranks and disdain for those less gifted than she are a waste of her talents. She believes strongly in the Basalites' fight for freedom, but her actions always stem from a desire to return to the Humanist Alliance as a hero (or at least not as a criminal).

• Combat Reactions

Like almost everything else besides computers and an occasional dance, combat is a needless, time-consuming hassle to Tish. Her youth and inexperience result in her usually being assigned to rearguard duties, which suits her fine. Selver has taught her some combat skills, but she still has a tendency to waste ammunition in tense moments. When she is working undercover and alone, she knows better than to get into too much trouble; after a quick burst of suppression fire or a knee to the groin, she will turn tail and run for safety.

• Contacts

Preceptor Calvin Ione (age 59, specialties: biology & survival), a field scientist from the University of Perth who believes in her innocence; Piter Hanzen (age 45, specialties: computers & engineering), her undercity source for parts, equipment and gossip; Filo Adras (age 25, specialties: streetwise & seduction), a street kid who gets information for her while unsuccessfully wooing her; Gil Mihal (age 24, specialties: breaking & entering), Filo's sidekick who has a knack for getting past locked doors and security systems.



Age:	32 cycles
Height:	1.57 meters
Weight:	54 kg
Hair Color:	black
Eye Color:	dark black
Handedness:	left-handed



DANGEROUS CARGO



Perez was not happy. The sun was setting and her client still hadn't made an appearance. She didn't like it when people were late.

She was sitting behind the wheel of a *Camel*, parked on a residential street in Port Arthur. But this wasn't an average suburb; Perez was waiting in the middle of the Arthurian GREL neighborhood. As the few streetlights came to life, she watched the huge supersoldiers move around. To pass the time, she watched for patterns of behavior, knowing that they would not be difficult to discern.

She saw their familiar patterns as easily as ever. Tall and sleek Morganas, cold and beautiful, stalked the evening streets barely making a sound as they moved. Lumbering and huge Mordreds kicked up dirt as they strode in mechanically straight lines, sending smaller Isabellas and Isaacs scurrying out of the way. Only when they came face to face with a Jan-class leader did the huge shock troopers back down. Over by a public access computer terminal an Isaac technician and a Cassandra EW specialist argued over technical minutia. Most inhuman, of course, was that within the classes each individual looked exactly the same. For the thousandth time she told herself that these "supersoldiers" weren't even real people, they were genetic machines trapped by their programming. Lost in her own thoughts, she didn't notice the Jan-class GREL until he had opened the passenger side door of her *Camel*.

"What the —?" Perez drew her handgun in a flash, pointing it at the GREL's unflinching bald head. Faced with a 9mm hollow-point round ready to pierce his cranium, he didn't even blink.

"You are Cloris Perez, I presume?" The Jan slipped into the passenger seat and closed the door. "My delay was unavoidable. We may now proceed"

"Yeah well, don't let it happen again." Perez tried to keep her cool as she put her gun back in its holster and started up the engine. She was a scout and a smuggler, one of the best, and she wasn't going to let some replicated vat-freak get to her, "Where we going?"

"To a mining camp to the North. I would like to avoid contact with the local officials." The GREL handed her a military map, with a location circled.

"No problem." Perez put the *Camel* in gear and headed out. Reviewing the Arthurian Korps patrol schedule she had memorized, she tried to determine what would be the best way to get out of town without hitting a patrol. It only took a minute to visualize the route.

Typically, the GREL didn't say a word until they got to their destination. The trip was uneventful, with only a single sighting of the Korps. Obviously, this Jan was paranoid. They pulled into the dark mining camp and were greeted by a Minerva GREL. The second supersoldier saluted the Jan and after he had stepped out of the cab, settled Perez's fee.

Satisfied, Perez drove off as other GRELS came out to greet the newcomer, saluting like so many automatons. The vat-heads were such a waste of space, she thought.

Little did Perez know that Colonel Proust was thinking the same thing about her as he watched her drive out of the camp. He returned the salute of his followers, knowing ultimate victory would eventually be his.



5.1 INTRODUCTION

The arid wilderness that stretches between the two polar confederations of Terra Nova is surely the most inhospitable region on the planet. Scorching winds, carrying corrosive white sand, sweep across endless seas of dust; humans scrape out a living, fighting against the oppressive heat and infinite dangers of their surroundings. Yet, this very struggle makes the Badlands the heart of Terra Nova. Since the first person stepped off an exploration vessels onto this "New Earth," the battle for survival has been fierce. The very environment of the planet seems welcoming in one breath and deadly in the next. In typical fashion, humanity has done its best to kill itself on Terra Nova as well, from the abandonment of colonists by the home world to the deadly wars of the past centuries. The drive to endure these hardships, to overcome all obstacles to find not simply survival, but happiness, has defined the Terranovan character from the beginning.

In the Badlands, this struggle is a daily fact of life. Unlike those who live in plush urban centers in the North or South, Badlanders are constantly reminded of the deadly consequences of taking one's safety for granted. Sudden sandstorms can strip flesh from bones and hunter vines can snatch life without a warning. However, Terranovans remain their own worst enemies. Vicious rovers prey on isolated communities, only to scurry before the armored fists of the polar confederations. These massive war machines claim more of the Badlands with each day, making ready to wage a deadly war with the desert as battlefield.

All Badlanders must find a way to survive these conditions. Alone, they stand very little chance and desert residents almost all group together to share resources and companionship. Few ties are stronger than those between a Badlander and those on whom he depends, but no tie is totally unbreakable. Both of the groups in this chapter participate in this struggle to find shelter from a dangerous world.

The core members of the Springer's Trail struggle to change the Badlands before the coming storm. Revolutionaries, they fight against the warmongering of Paxton Arms, using whatever means necessary to change the giant enterprise's course. To do so, the trail has reached out to the polar powers and is now saddled with dangerous spies in their midst. They have chosen to play with the fire of polar ambitions, hoping against hope that they will not get burnt.

The Cavers, scouts shuttling between Port Arthur and the Southern border, do their best to avoid the war machines gathering in the Badlands. Former members of the Colonial forces which attempted to subjugate Terra Nova during the War of the Alliance, the Cavers have all seen their fair share of slaughter. They use their expertise in the MacAllen cave network to make a living and try to avoid getting more blood on their hands — with only limited success.



THE MARCH TOWARD WAR

No region will suffer more greatly during the coming war than the Badlands. Locals will watch once against as deadly war machines gather around their homes, decimating whatever they cannot claim as "strategic assets."

Across the equatorial deserts, Badlanders are racing to prepare themselves for the war. These are desperate times and new alliances seem to be created and destroyed every day. The massive Paxton Arms conglomerate seems split between those pushing to maximize profits from the arms race and those who call on the conglomerate to protect their fellow Badlanders. In Massada, at the heart of the Revisionist faith, Northern troops have taken up position to defend their religious brothers, starting to heal a centuries old schism. And yet increasing tensions in the holy city point to the critical differences that persist between the Massadan and Sorrento factions. In the Westridge Range, Port Arthur and the New Coalition struggle to regroup Badlands communities together to preserve their independence, but their solidarity may be coming too late.





BADLANDS CHARACTERS

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5.2 THE SPRINGER'S TRAIL

The Springer's Trail is a revolutionary front acting out of St. Michael's, a Badlands township located in the Western Desert southeast of Azov and on the edge of the Peace River Defense Force's security zone. The "Trail" aims to force Paxton Arms to divert its resources towards non-military production, while playing the polar intelligence agencies against each other. Paxton's directors treat the attacks very seriously, and Head Executive Officer Milani DuBeau-Slovenski has decided to have the group eliminated.

The undisputed center of the Springer's Trail is the man who most often adopts the false identity of "Springer." Andrej Kalo fled Peace River after his calls for reform were met with force. Dedicated to molding Paxton into a force for change on Terra Nova, he has had to leave some of his principles behind and sanction violence against the conglomerate and inhabitants of Peace River. That his family still lives there weighs heavy on his conscience.

In his quest for support against Paxton Arms and Milani DuBeau-Slovenski, "Springer" has courted support from all quarters. Lieutenant Michelle Oakley, an agent of Allied Southern Intelligence, provides some aid. In fact, she seeks information from Kalo — most notably the base of operations of the Badlands Revolutionary Front, whose rag-tag forces have harassed MILICIA troops outside of the Badlands enclave of Lance Point.

The Trail's connection with the BRF comes in the form of the revolutionary Hanro. A native of Lance Point and former lieutenant to BRF commander Ernesto Jaxon, Hanro has come to the Trail to forge an alliance between it and the BRF. What he has found is a soul mate in the person of Kalo. Hanro's own feelings are complicated by Kalo's smothering attentions and a vague attraction to Oakley. While he knows that the "Springer" is his true love, he does long for a certain freedom from the constraints of such an all-consuming relationship.

The love between Kalo and Hanro is felt most strongly and bitterly by Sarah Bindhari. An Easterner and former conscript into the Patriarch's forces, Bindhari escaped to the Badlands and joined Kalo's crusade as a computer and electronics expert. Her affection for Kalo has been turned to resentment by his love for Hanro. Bindhari's anger has been taken advantage of by Captain Lucius Jedburgh. The Northern Guard Intelligence Service agent sent to recruit "Springer" and counter Oakley's efforts to do the same, Jedburgh is an expert at turning others into his agents. Under his guidance, Bindhari has used her hacking skills to send messages to the more radical elements inside Peace River under the guise of Springer, encouraging a deadly bombing campaign.

5.2.1 OVERVIEW

• Background

Andrej Kalo was once a Paxton employee in line for election to the Peace River Council. However, his reform policies made him a target for Milani DuBeau-Slovenski, and he fled to St. Michael's to establish "The Springer's Trail," a revolutionary operation headed by the fictitious "Springer."

While establishing the St. Michael's base he was joined by an ESE MILICIA deserter named Sarah Bindhari, an offensive systems operator. She saw the tyrannical emirs of the ESE mirrored in the Paxton executive caste. Having fled the ESE because of sexual persecution, she was soothed by Kalo's peaceful nature and found it irresistible.

Kalo's movement gained its major support, however, from the Badlands Revolutionary Front. Operating from the distant Westridge Range, BRF Commander Ernesto Jaxon was told of Kalo's escape by Sundra Gabriel, a Peace River sympathizer. Jaxon sent Hanro, one of his lieutenants, to meet with "Springer." Kalo and Hanro admired each others' passion for a lasting peace and soon realized they were soulmates. Within a season, Hanro was privy to Kalo's secret and the two men were living together, much to Sarah Bindhari's dismay. Hanro arranged for the transfer of some BRF equipment and three Gears to St. Michael's, and began training Kalo's followers in guerrilla and terrorist tactics.

Kalo next approached the polar powers to make arrangements to keep them from interfering with the Trail. In response, Lieutenant Oakley of the ASI and Captain Jedburgh of the NGIS arrived with orders to secure alliances with the Trail for their governments. Although neither polar block fully agreed with the Trail's aims, they were unable to back out when it meant leaving the Trail — and its valuable contacts among Paxton radicals — to the other side.



BADLANDS CHARACTERS



● Group Dynamics

Only Hanro and Sarah know that Springer is really Kalo. Kalo has the task of balancing Oakley and Jedburgh's aid against what the NGIS and ASI ask for in return. He also has to curb Sarah's destructive urges and keep his love for Hanro focused while Oakley tries to seduce his lover away. Kalo's failing is that he will not let those he loves fight for themselves.

Aside from the Trail, Oakley and Jedburgh have each other to deal with, and after a few failed assassination attempts they have settled for a tense form of mutual respect. Oakley's private agenda is to win Hanro over and learn the location of the BRF's Westridge base; Jedburgh is determined to "turn" Sarah and direct her against the ESE.

DYNAMICS CHART

● Andrej Kalo

Oakley:	Heartless and cruel.
Hanro:	Naturally lovable, needs to be protected.
Sarah:	Immature, needs to grow up.
Jedburgh:	Too friendly to be trusted.



● Michelle Oakley

Kalo:	"Springer's" over-sensitive assistant.
Hanro:	Easy prey.
Sarah:	A tempest better avoided.
Jedburgh:	Cagey old devil.



● Hanro

Kalo:	Passionate and loving, but overprotective.
Oakley:	Distant, mysterious and alluring.
Sarah:	A fellow wanderer.
Jedburgh:	Free-spirited philosopher.



● Sarah Bindhari

Kalo:	A great man, but insensitive and thoughtless.
Oakley:	A state puppet.
Hanro:	Does not realize what he has.
Jedburgh:	Clever, but not as clever as he thinks.



● Lucius Jedburgh

Kalo:	Smarter than he looks.
Oakley:	Backstabber, and a well-trained one at that.
Hanro:	Poor fool, might let him in on a few truths.
Sarah:	A force to be harnessed.



● Current Concerns

The Trail's priorities are formulated to end the warmongering policies of Paxton Arms. Kalo wants to see the Badlands united under the wing of a reformed Paxton Protectorate. With Jedburgh's aid, Sarah disrupts military production via attacks on Paxton computers and other systems, and has begun a bombing campaign on Peace River executive living areas. Jedburgh and Oakley are responsible for providing Kalo (and their superiors) with details of the Simosa and Jacobi factions in Peace River, while the Trail provides them with contacts among radical elements in the worker caste. The Trail's biggest obstacle is Milani DuBeau-Slovenski, who is becoming more determined to learn "Springer's" true identity.



BADLANDS CHARACTERS

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5.2.2 ALLIES AND ENEMIES

Undoubtedly, the Trail's biggest threat is DuBeau-Slovenski and the reactionary Jacobi faction. Located in the Badlands, St. Michael's has many natural enemies and many peaceful Badlands powers feel alienated by the Trail's aggressive actions. Hanro's links to the BRF can provide assistance of a military nature, although the BRF always asks for their favors to be returned.

• The Badlands Revolutionary Front

Although harassed by the MILICIA, the BRF is capable of supplying combat Gears and light armored vehicles. Kalo uses them to attack Paxton while masquerading as Springer, perpetuating the idea that the two are different people. The aid from BRF is repaid by supplies and serves as an argument to convince Oakley that the BRF is no longer a threat to the South. The Trail's connection with the BRF is kept a secret. The BRF does not want anyone to be able to attack them through their friends and the Trail does not wish to antagonize those Badlands communities that the BRF occasionally raids for supplies.



• Milani DuBeau-Slovenski

It was Paxton's dreaded "Black Queen," HEO Milani DuBeau-Slovenski, who first drove Kalo to form the Trail and he has been actively evading her attention ever since. The adoption of the identity of "Springer" and disinformation about a link between Springer and Derek Jacobi has thus far kept DuBeau-Slovenski away from St. Michael's, but it is uncertain how much longer this will last. The situation became even more complex when DuBeau-Slovenski discovered that Northern diplomatic attaché Lucius Jedburgh was blackmailing a Paxton manager to obtain computer access codes. Given the Trail's ability to hack Peace River computer networks, the "Black Queen" is convinced that Jedburgh is tied to Springer. She has placed him under covert observation and is waiting for him to reveal her prize.



• Helena Hitachi

While at Paxton, Kalo supported Peace River Administrator Hitachi's reforms to the caste system and he still considers her an ally. Hitachi's decision to work within the system and her refusal to accept "Springer's" more violent methods, however, keep the pair from working together. Kalo is looking for new non-violent methods to attack Paxton in the hope that Hitachi will support them and ignore his other actions. He is planning on travelling to Peace River to meet with Hitachi and has begun tentative communication with her. He is unaware of how close she and Milani DuBeau-Slovenski have become or the risk he will be taking by undertaking this journey.

5.2.3 THE SPRINGER'S TRAIL MOVEMENT

Kalo formed the Springer's Trail as an intelligence network backed by a covert strike force composed of exiled Paxton worker radicals and BRF members operating out of the township of St. Michael's. Running in and out of the town are the electronic and physical paths that gather and disperse information vital to the Trail, information for which polar interests would pay well. The township is now partly self sufficient, attracting a steady stream of traders and desert wanderers.

• Background

The Springer's Trail was not developed overnight, but was an accumulation of assets and people under Kalo's careful guidance. Kalo always knew that the day would come when he would have to leave Paxton. Reformers were being paid lip service and offered cushy positions to keep them quiet. Kalo made extensive contacts among the worker radicals of Peace River, joining their efforts to disrupt the status quo. When it became clear that he had attracted Milani DuBeau-Slovenski's attention as a dangerous element, Kalo executed his planned escape. Using his official capacity, he redirected a shipment of anti-Gear rifles to St. Michael's, and Paxton funds paid for expensive electronic equipment to be shipped to the same location. Erasing the order records as soon as they were carried out, Kalo was quietly slipped away by his allies in the worker caste and went to St. Michael's. Fortunately, the shipment escaped DuBeau-Slovenski's notice and she is currently unaware of his whereabouts.

The Springer's Trail began broadcasting its anti-Paxton messages soon after Kalo's escape from Peace River. At first, the calls for a cessation of arms manufacturing and warmongering fell on deaf ears, and "Springer" was seen as a bark without any bite. After Kalo made contact with the Badlands Revolutionary Front, however, his movement gained a powerful shot in the arm. Indeed, although the BRF had no direct power in Peace River its struggle against the MILICIA and the corporate masters of Lance Point had made it (and its leader Ernesto Jaxon) a folk legend among the worker radicals of the city-state. Anti-Paxton radicals began using the BRF name as a rallying point and the Springer's ability to draw on connections with Jaxon and his movement gained the Trail allies in the worker caste of Peace River. The Springer's Trail became one of many movements inside Peace River that formed a radical underground dedicated to changing the social order. Kalo also encouraged his allies to use the Springer identity as a cover for their activities, making it appear that his movement was much stronger than it actually was while helping other radicals act unseen. This has made the "Springer" seem far more dangerous to Paxton than Kalo actually is.

The additions of Hanro, Oakley and Jedburgh are quite recent and important events. While the Trail would not exist at all without Kalo, it is the very special nature of the people he has gathered, combining polar and Badlands expertise, that has made it a challenging problem for Paxton in general, and DuBeau-Slovenski in particular.



• Springer's Trail Communications

The electronic gear diverted to St. Michael's by Kalo's consisted of a vehicle-towed Trideo transmitter and military quality satellite uplink. Sarah Bindhari and members of the Trail operating from within Peace River supply Kalo with the proper access codes to access the Hermes 72 satellites used by Paxton. Broadcasts are short and depict acts of violence where Paxton equipment is used. Typical images are of border wars, anti-civilian actions in the ESE and use of excessive force by the PRDF. Kalo believes that people must realize what Paxton is supporting with their weaponry, for only then will they try for change.

The Trail operates an FM transmitter in St. Michael's under the cover of local community programming. Using military communications and encryption gear, the device can also transmit a multiple frequency FM signal that appears identical to normal background static. This "static" is then relayed along civilian desert radio towers and broadcast into Peace River itself, where it can be decoded so long as the receiver has access to a computer, a radio, the transmission schedule and the Trail's decoding software (which was written by Sarah). This allows "Springer" to send messages and manifestoes to the other radical movements in the worker caste habitation levels. Several "static" transmitters are also hidden among the radicals, ready to be brought out into the desert and used to contact Springer.

Although Kalo retains contacts within Peace River, items to be transported in and out of the city are currently being confided to Oakley or Jedburgh, who use their diplomatic channels to facilitate covert transport. Another of their contributions is to plant misinformation about the identity of Springer on Fidel Jacobi's supporters, and provide DuBeau-Slovenski with other unrelated reasons to have them investigated. Kalo is using these missions as a form of test, using his other allies in the city to keep an eye on the intelligence agents and report any betrayals.

• St. Michael's

St. Michael's is prosperous and its position just outside the PRDF's security zone in the Western Desert makes it attractive to many drifters, traders, prospectors, rovers, rustlers and freedom seekers.

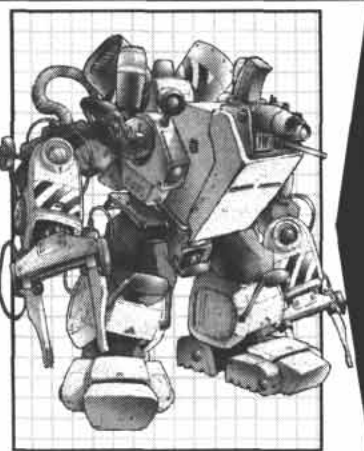
Because of the desert heat, the town seems active only at morning and night. In fact, the radio station, garage, small Massadan church and local bar are all air conditioned, and most activities takes place indoors. Night is the only chance for the inhabitants of outlying homesteads to get together. From dusk the town's population of 500 swells, and drunkenness and occasional violence are common. To prevent any serious injuries, Hanro has arranged for weapons to be banned from the bar.

St. Michael's has attracted a number of colorful personalities, most of which are completely unaware that their town is the heart of a revolutionary movement. Ahmoud "the godless" is a dyed-in-the-wool atheist; always on the lookout for a debate, his arguments always degenerate into drunken fistcuffs. Isaac Washington, a GREL hailing from Jan Mayen, is Hanro's first choice of mechanic and electrician when the Trail's Gears need repairs. Theo and Tami Noveki are the Ashantite owners of "The Oasis," the local bar and grill; the locals used to poke fun at the pair's fashion sense, although many now feel it is the only way to dress in the heat. A Bethanite trader named Rosi Conchita, the "Landship of the Desert," is also a regular in town. Jokes about Rosi's size ruffle her humorous nature, but she always comes back to town because of an infatuation with Captain Jedburgh.

CHUCK THE GROUNDHOG

"Chuck" the Groundhog is one of Hanro's Gears, refitted with a light autocannon and armor. The Work Gear is unique because of the addition of a special Neural Net. Chuck used to be Charles-Bernard, an old Jäger Paratrooper, whose NNet was stolen from the MILICIA's 11th Heavy Gear Regiment outside Lance Point. As a result Chuck "behaves" not at all like he should. Pilots complain that he is "nervous," that he will alert his pilot to anything and he has to be told twice to break radio silence. Chuck rests by lowering his frame as much as possible, which looks humorous rather than discreet because of his large chassis and armored cockpit unit.

These habits have made Chuck unpopular with most of the pilots who have come to St. Michael's (and with the BRP pilots who had him before). Hanro, however, seems to have no small amount of affection for the Gear. Apparently, Chuck's nervousness once saved the BRP pilot's life during a raid on a MILICIA convoy outside Lance Point. The Gear's hesitation enabled Hanro to avoid entering a minefield set up to ambush raiders, leaving him to watch three of his fellow revolutionaries get cut down in his stead. Hanro does not like to talk about this incident, but it was soon afterwards that he volunteered for the mission to St. Michaels. Hanro is said to trust Chuck's "instincts" even more than he does his own.



• Plot Uses

Anyone living in the Western Desert or Karaq Wastes may witness the pirate transmissions decrying Paxton's militant policies. The signal is extremely difficult to track because it consists of short wave transmissions bouncing off Terra Nova's ionosphere. Those who say they support the Trail's efforts may be contacted by a member and asked to set up a local transmitter for covert messages or to confuse Paxton tracking equipment.

Peaceful visitors to St. Michael's may decide to take advantage of the town's location for many reasons. It can serve as a base for mineral exploration, a supply or rescue point for lost servicemen or travelers, or a haven for refugees taking advantage of the Badlands' reputation for sanctuary. Employment opportunities can be found among the many traders, or a visitor might simply decide to stay and add their services to the community. Rovers or other raiders, however, will find a few nasty surprises waiting for them.



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5.2.4 PLOT RESOURCES

In the long term the Trail has the potential to help decide Paxton's future. More immediately, and because it is a force unto itself, the Trail's increasingly violent tactics may claim innocent victims. Should the PC's come to oppose the Trail, they might view it not as a liberating force but as destructive and anarchistic one, especially in light of one of Sarah's bombings. Those supporting the Trail will have to make their peace with these acts of terrorism.



• As Allies

ESE revolutionaries, political or religious refugees, radical peace seekers and anyone under pressure from Paxton Arms can be a potential ally. Kalo is always open to new proposals for radical action. Also, when the PRDF starts breathing down the Trail's neck, anyone who will lead them off the track will be welcome. Without Kalo's knowledge, PCs can team up with Jedburgh and Oakley, and infiltrate Paxton or perhaps the Trail itself. Anyone who can learn the location of the BRF's Westridge base will be greatly rewarded by Michelle Oakley. Choosing sides in the internal conflicts of the Trail will, of course, mean that the Player Characters will make enemies as well as allies for themselves in the movement.



• As Opponents

The PCs may be Paxton employees just doing their jobs, or they may be security or Peace Officers actively fighting the company's enemies. They may be agents of the Desert Trade Commission or the Southern Diplomatic Mission, since these authorities would prefer an alliance or trade pact with Paxton. Ordinary Badlanders may take offense to the Trail because of the trouble they know it will bring when Paxton cracks down on desert communities in retaliation. Other Badlands communities may also be resentful of the growth of St. Michael's. Since the BRF is allied with the Trail, anyone who goes after the BRF may inadvertently come up against the Trail. The Trail's ties to Northern and Southern intelligence agencies and the Badlands Revolutionary Front mean that they can be dangerous enemies, although none of these allies are willing to put their full force behind Kalo.



• As Background Resources

Constantly eager to make new friends, the members of the Trail are always willing to trade favors. Due to her recent terrorist bombings, Sarah is becoming a liability to the Trail. Anyone demonstrating the ability to take over from her will have a good chance of being hired. The need to distract Paxton and lull them into thinking that they are winning the battle is becoming more important in Kalo's plans. To that end, he is prepared to sacrifice to the clutches of Milani DuBeau-Slovenski any individual or group that proves itself particularly mercenary or selfish. More generally, the Trail can be used to highlight the dangerous side of the paternalistic corporate body which is Paxton Arms. The image of Paxton as a benevolent protector of the Badlands can easily be challenged by the footage broadcast by the Trail and the lethal tactics employed by DuBeau-Slovenski.



• As Cavalry

If the PCs put themselves at risk to oppose Paxton or support Badlands communities against polar aggression then they qualify for assistance from the Trail. As Paxton employees unsatisfied with corporate policy, or unlucky enough to come to the attention of DuBeau-Slovenski, PCs can be offered escape from Peace River in exchange for selling out the company. To promote the Badlands as a sanctuary from polar prosecution, Kalo will offer to shelter anyone who demonstrates a willingness to add to the community. Anyone involuntarily caught in a polar military action against a Badlands community is likely to obtain aid from the Trail, possibly with some polar assistance directed by Oakley or Jedburgh. The intelligence officers, however, will expect ample pay-back for their aid — usually in the form of action against their opposite numbers.



• As Plot Devices

For Badlanders the independence of St. Michael's and the rejection of polar aggression can be a strong impetus for action. Freelancers can find work with the Trail as smugglers or information gatherers. Commercial operations may find it profitable to help the Trail to divert Paxton's energies. A charismatic leader with a belief in Kalo's values may become a spokesman for the Trail, both in the Badlands and the poles, maybe even assuming the identity of Springer him/herself. If Paxton becomes desperate, it could set the Badlands on fire with a bounty for Springer's capture. The Trail's conflict with Paxton Arms can lead Player Characters into a world of corporate raiding and worker radicalism, perhaps when their home in Peace River is caught in one of Sarah's bombing attempts or when their shop floor is "pacified" by the Peace Officer Corps.

BADLANDS CHARACTERS



ANDREJ KALO

• Attributes

AGI	0	APP	1	BLD	0	CRE	1	FIT	0
INF	2	KNO	1	PER	2	PSY	1	WIL	1
STR	0	HEA	1	STA	30	UD	3	AD	3

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Communications	2	2	Leadership	2	2	Small Arms	1	0
Electronics	1	2	Notice	1	2	Survival (desert)*	2	1
Etiquette	2	2	Navigation	1	1	Streetwise	1	2
F Lang. (Intralingua)	2	1	Psychology	2	1	Tactics	3	1
Gambling	1	2	Riding (springers)*	2	0	*(specialization)		

• Background

Kalo grew up in Peace River, after being born in TN 1893 to a worker caste family. He was raised by his parents to be a hard worker and a supporter of worker's values. Kalo continued his education long after it formally ended and eventually developed his own political and social viewpoints, the more moderate of which made him a spokesman for his caste. By TN 1928, Kalo was in line for election to the Peace River council, but he made the mistake of publicly announcing his desire to change Paxton's direction. When he fled Peace River, he left his family behind, something that upset him bitterly. He keeps their identity a secret, but it is one of the reasons he is so concerned about Sarah's bombing attacks.

• Profession

If there is such a profession as revolutionary leader, then that is how Kalo sees himself. Most people know what they should do with their lives, but few have the courage to follow through on their dreams. Kalo is one of those few. Kalo's function is to outmaneuver DuBeau-Slovenski, playing a dangerous game of second guessing Paxton's best. So far his intuition has been reliable, but he knows that this only leads DuBeau-Slovenski into trying to second guess him. Kalo realizes that one day he may have to sacrifice someone or something to keep Paxton from undertaking an all out military strike on St. Michael's. This does not sit well with him, but it is a sacrifice he is prepared to make.

• Attitudes

Kalo's dedication to peace-at-any-price is almost complete. The only thing rivaling it is his love for Hanro, a more recent but perhaps more passionate emotion. Kalo's feelings for Hanro somewhat blind him to Sarah's need to feel wanted. To Kalo, Sarah is like a teenage daughter and her reckless behavior is an immature cry for attention. He fails to understand that she wants a type of attention which he cannot give. Kalo treats polar dwellers with suspicion, and contemptuously looks down on anyone who seeks to control the Badlands for foreign concerns. Ironically, he has a higher opinion of Paxton executives than of their polar counterparts.

• Combat Reactions

Kalo is not a skilled combatant by any means and would rather remain out of a fight in which he does not have a personal stake. He is no coward but is simply aware that he would lose a firefight or brawl. When he has no other options and has time to prepare, Kalo carries some kind of heavy weapon (9mm chaingun w/ammo belt) with which he saturates an area. Kalo is more efficient in a fight when using his tactical ability to direct his own forces, often from the front line.

• Contacts

Rodrigo Ferdinand (age 65, specialties: politics & business), insider on Paxton's Board of Directors, dedicated to opposing the Jacobi faction; Rosi Conchita (age 41, specialties: trading & desert survival), Badlands trader and serious drinking partner; Stephi Myre (age 17, specialties: streetwise & scavenging), homeless drifter that Kalo took under his wing; Hamin Zekiel (age 41, specialties: trideo-camera operation & streetwise), ESE cameraman for a state run station, supplier of illegal trideo footage.



Age:	40 cycles
Height:	1.85 meters
Weight:	80 kg
Hair Color:	light brown
Eye Color:	blue
Handedness:	right-handed



BADLANDS CHARACTERS

05

LIEUTENANT MICHELLE OAKLEY



Age: 35 cycles
Height: 1.60 meters
Weight: 62 kg
Hair color: brown
Eye color: brown
Handedness: right-handed

• Attributes

AGI	0	APP	1	BLD	0	CRE	0	FIT	1
INF	2	KNO	0	PER	1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	5	AD	3

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	3	1	Drive	2	0	Law	2	1
Camouflage	2	0	F Lang. (Eq. Hisp.)	2	0	Notice	1	1
Combat Sense	1	0	Hand-to-Hand	2	0	Small Arms	2	0
Computer	1	0	Investigate	2	1	Stealth	2	0
Dodge	2	0						

• Background

Michelle was born in TN 1898 to a family of wealthy landholders in Port Oasis, and received a classical education. Her parents taught her that the Republic was the only true system that embraced an individual's rights and she grew up despising the North for their aggression against the South during St.Vincent's War. In TN 1917, before she began her military career, she was among those who believed that the South should have pressed on into the North after the Earth forces had withdrawn. The Oakley family name was known by enough members of the ASI to ensure that Michelle had a quick rise to Lieutenant, and the rest of her career was similarly planned out by her family and superiors.

• Profession

Michelle is a consummate Southern intelligence officer, always ready to go underground, or place her own life at risk for the sake of the mission. Officially she is has been attached to the Southern Diplomatic Mission, but her orders from the ASI are to ensure that should the Springer's Trail struggle successfully disrupt Paxton Arms, the AST is in a position to take full advantage of the situation. Although no one else in the Trail knows it, she also has orders to eliminate the Trail if it looks as if a more favorable solution will be reached through the Diplomatic Mission. When at Peace River, Michelle engages in conventional espionage activities such as recruiting spies, line-tapping and political monitoring.

• Attitudes

Personal sacrifice for the Republic is not a problem to Michelle. She would normally never be interested in a Badlander such as Hanro, preferring more sophisticated partners, but she nevertheless does everything she can to attract him. Although she denies it, Kalo's natural charm and charisma have affected her, certainly not to the extent that she would betray her country, but enough so that she might bend a few rules for him. Lucius Jedburgh, however, is given no leeway since he is far too skilled an opponent. Somewhat of a political idealist, Michelle harbors the fantasy of being able to "turn" Jedburgh into an AST conspirator.

• Combat Reactions

Michelle is vain and it affects her reactions to conflict. Although a capable martial artist, she rarely allows opponents to get close enough to touch her. Michelle's modus operandi requires attack by stealth with an accurate, powerful weapon. When available, a laser sniper-rifle is her weapon of choice, fired from concealment and with a prearranged getaway. When surprised, Michelle pretends to be terrified, and retreats into herself — only to launch a vicious attack the moment her opponent's guard is lowered.

• Contacts

Markus Lora (age 70, specialties: diplomacy & politics), head ambassador at the Peace River Mission; Etien Montroyal (age 66, specialties: politics & espionage), SDM deputy ambassador to Peace River; Grace Reese (age 37, specialty: business & management), assistant manager of Paxton's human resources department and paid informer; Clara Carlson (age 21, specialties: entertaining & theatrics), high class escort who wants to see Paxton's corrupt executive caste suffer.

BADLANDS CHARACTERS



HANRO

• Attributes

AGI	2	APP	0	BLD	0	CRE	1	FIT	1
INF	1	KNO	0	PER	1	PSY	0	WIL	2
STR	0	HEA	1	STA	30	UD	3	AD	5

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	1	Electronic Warfare	2	0	Music (Guitar)*	1	2
Combat Sense	3	2	Gunnery (HG)	3	2	Notice	1	1
Communications	2	0	HG Pilot	3	2	Small Arms	1	2
Dodge	2	2	Intimidate	1	0	Stealth	2	2
Drive	1	2	Melee	2	2	Survival (Desert)*	1	2

•(specialization)

• Background

Born in Lance Point in TN 1894, Hanro was orphaned at birth from a poverty-stricken family. Growing up in an orphanage was tough, but it provided the fire which tempered Hanro's indomitable spirit. Orphans were given the family names of adoptive parents, but Hanro refused to join another family and never acquired a second name. Determined not to let anyone else control his destiny, he apprenticed himself to a mining crew at the age of 14 and was a fully qualified mining Gear pilot by 19. In TN 1930, when Lance Point was attacked by the AST, Hanro was away at a mining site. Upon his return he saw no alternative but to join the BRP. As he trained to fight and turned into a skilled pilot, he quickly gained Commander Jaxon's respect and became his dependable friend.

• Profession

Hanro's job is to coordinate the tactical defense of St. Michael's and to lead offensive raids on Paxton's weapon processing facilities. When Hanro first joined the Trail, it was with the best of intentions, wanting to protect what he saw as a noble venture. What Kalo has asked him to do has been more than he bargained for, including Gear assaults, caravan raids and using his *Hunter* for prolonged reconnaissance missions. Hanro's personal mission is to protect Kalo from his own good nature. He feels that Kalo's decision to not carry a weapon is a mistake, so he takes the time to impress upon everyone just how upset he would be if anything happened to his friend.

• Attitudes

At heart, Hanro is a fighter, but he likes to believe he is a pacifist who has been placed into situations beyond his control. He regrets every time he is forced to end another life, even when he knows that there was no other alternative. He finds solace from his misgivings in the unconditional, although somewhat overwhelming love Kalo has for him, and his attraction for Michelle, whom he sees as a mystery and a distraction from reality. Hanro will be better off when he accepts what he does as something to suffer through and overcome.

• Combat Reactions

Ever since he joined the Badlands Revolutionary Front, Hanro has carried a handgun at his side. Although he is often loathe to use it, he realizes that some deaths are necessary for the cause. In the barroom brawls that occasionally break out in St. Michael's Hanro refuses to draw his weapon unless there is no other choice. When in his *Hunter*, the only philosophy Hanro follows is that there is no room for regret. His primary goal is a quick kill. Consequently, he does not risk targeting critical locations in hope of getting a high salvage. Having seen too many pilots die pushing their luck, Hanro just wants to see the other Gear as a smoking pile of twisted metal.

• Contacts

Commander Ernesto Jaxon (age 40, specialties: Gear combat & leadership), commander of the Badlands Revolutionary Force and good friend; Isaac Washington (age 45, specialties: electronics & mechanics), Isaac-class GREL and repairman for the Trail's Gears; Marcao Dhargh (age 41, specialties: Gear pilot & springer rustling), ex-BRP colleague turned rustler; Tami Noveki (age 29, specialties: business & waitressing), co-owner of the local bar and secret confidant.



Age:	39 cycles
Height:	1.75 meters
Weight:	75 kg
Hair Color:	dark brown
Eye Color:	hazel
Handedness:	left-handed



BADLANDS CHARACTERS

05

SARAH BINDHARI



Age: 37 cycles
Height: 1.45 meters
Weight: 50 kg
Hair Color: black
Eye Color: black
Handedness: right-handed

• Attributes

AGI	-1	APP	2	BLD	-1	CRE	0	FIT	2
INF	-1	KNO	1	PER	0	PSY	-1	WIL	2
STR	0	HEA	1	STA	25	UD	2	AD	2

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	2	2	Drive	1	1	Phys. Sc. (Math)*	1	1
Communications	2	1	Electronics	2	1	Small Arms	1	1
Computer	3	1	Electronic Warfare	1	0	Survival (Desert)	2	0
Demolition	1	1	F Lang. (Intralingua)	1	1	Tinker	1	0
Dodge	1	1	Gambling	1	0	*(specialization)		

• Background

Sarah was born in Smyrna in 1896, the illegitimate daughter of an disillusioned Eastern factory worker who had been abused by a casual date. Since her mother was barely eighteen when Sarah was born and had no family to turn to, the young girl was raised in utter poverty and quickly learned her place at the lower rung of society. Upon turning ten, Sarah was forced to sell her innocence to sordid men so that she and her mother could eat. A few cycles before the War of the Alliance, as the tensions between both polar confederations grew increasingly tense, she was swept off the streets and forcibly enrolled in the military. Seeing the opportunity for a better life, she clung to it and worked desperately hard. Unfortunately, her past came back to haunt her and, after being harassed by her superior officers for "favors," she deserted her post.

• Profession

Sarah used to be a systems hacker for Patriarch Oliver Masao's militia, and had the job of sniffing out hidden information flows, decrypting data and designing viruses to attack enemy systems. All of this was on the job training, and although it was not Sarah's occupation by choice, she did the best she could with her assigned work. Since deserting to work with the Trail, Sarah has become better at her job, probably because she is now doing it for herself and directing it against those she perceives as tyrants. Sarah dreams that one day she will be able to leave her violent work behind and take up a more academic lifestyle — a dream Lucius Jedburgh keeps telling her can come true.

• Attitudes

Sarah once admired Kalo as the greatest man she ever knew, but his decision to make a life with Hanro upset her bitterly. This bitterness has begun to affect her actions. She now has difficulty looking Kalo straight in the eye, and barely acknowledges Hanro's presence when they are not on assignment. Sarah has begun sending commands to Trail sympathizers in Peace River, using the "static" encoding she herself developed. Assuming the identity of "Springer" she has escalated the Trail's campaign of sabotaging production facilities to bombing executive caste residences.

• Combat Reactions

Small of stature and fleet of foot, Sarah prefers to keep as much distance between herself and trouble as possible. If the situation allows, she will hide while those around her draw incoming fire, and use the chance to escape. Sarah considers her best form of attack to be computerized, and her victims are more than likely to be electrocuted, crushed by automatic pressure doors or run over by automated vehicles. When confronted directly, Sarah bites, kicks, hisses and scratches in a fairly impressive but ineffective display.

• Contacts

Tibor Jones (age 46, specialties: black market electronics & explosives), an unscrupulous Badlands trader with contacts in several polar factories; Holly Chan (age 25, specialty: communications & information), a rebellious worker caste communications engineer for Paxton Arms and aspiring terrorist; Johnah Domak (age 55, specialty: mineral exploration & geology), ESE mineral explorer and part-time smuggler; Tami Noveki (age 29, specialties: business & waitressing), the co-owner of the local bar, a confidant and friend.

BADLANDS CHARACTERS



CAPTAIN LUCIUS JEDBURGH

• Attributes

AGI	1	APP	0	BLD	2	CRE	1	FIT	0
INF	1	KNO	0	PER	1	PSY	0	WIL	1
STR	1	HEA	0	STA	35	UD	9	AD	6

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	0	F Lang. (Eq. Hisp.)	1	0	Notice	2	1
Combat Sense	3	1	Hand-to-Hand	3	1	Psychology	2	0
Cooking	2	2	Intimidation	2	2	Small Arms	2	1
Demolitions	2	0	Investigation	2	2	Stealth	1	1
Dodge	1	1	Literature	1	2	Theatrics	2	1

• Background

Lucius Jedburgh was born Lucius Orlando Nathani Jedburgh in the city of Livingstone, the son of a priest couple in the Sorrento Church. Lucius received a strict Revisionist upbringing and was a dutiful son, eager to fulfill his parents' wish for him to enter the church. When his bond-twin died in early childhood, Jedburgh became fascinated with violence and decided to join the army as a chaplain. Along the way to becoming an officer, he lost sight of any religious goals. After serving with distinction for nine years, he decided to change careers and work for the Northern Guard Intelligence Service. However, years of black ops work took their toll on his soul and he forced himself to rethink the motives behind his methods.

• Profession

Jedburgh roams the secret corridors of power like a crocodile, always smiling as if he is just about to have someone for dinner. He is an expert in the area of "turning" people into double agents for his own causes and he enjoys the rush of a successful operation. Jedburgh does not shirk from the idea of disposing of those people he believes to be "evil," by his personal standards, and he is more than capable of carrying out such actions. Targets initially find Jedburgh's casual nature disarming and they tend to lower their guard around him. Jedburgh, on the other hand, never lowers his.

• Attitudes

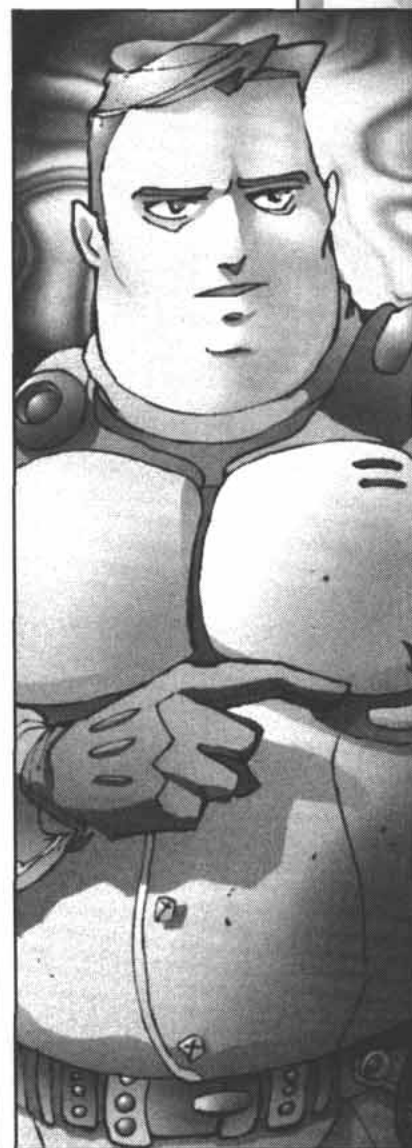
When Jedburgh made the switch to intelligence, he put on a lot of weight; little has changed on the inside, however. He is still the relentless pursuer of victory and a merciless opponent, although the years have altered the direction in which he funnels this energy. Jedburgh now dislikes military protocol and prefers being called by his name rather than rank. Years of first-hand violence and manipulation have made him very philosophical and he now attempts to understand the arts, poetry being his favorite. He also values good wine and fancies himself a cook. The abundance of all the good things in life has instilled a belief in the existence of evil, and in order to combat evil, Jedburgh has adopted the philosophy that the ends really do justify the means.

• Combat Reactions

Outwardly portraying all the characteristics of a person opposed to violence, Jedburgh often has the advantage that his opponents see him as an easy mark. This only disgruntles the big man; anyone who treats him with contempt is not given the privilege of a painless demise. Unless he is on his own timetable, Jedburgh deals with his opponents passively at first, preferring to let them decide whether or not to start hostilities. When he needs to take hostages, Jedburgh tries to disarm with violent force, taking no chances at all. When he has to shoot back he uses his favorite weapon, a heavy pistol loaded with armor piercing rounds.

• Contacts

Colonel Sonya Gerti (age 41, specialties: military intelligence & black ops), his superior officer in the NGIS whom he dislikes; Rian Kolbro (age 46, specialties: politics & negotiations), CNCS representative at Peace River and an old friend; Lieutenant; James Northmoore (age 52, specialties: law enforcement & bureaucracy), a Peace Officer "turned" informant; Carlie Savoy (age 29, specialties: systems operator & computer), Paxton systems operator being blackmailed by Jedburgh for breaching privacy regulations and a source for network access.

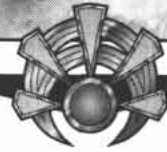


Age:	45 cycles
Height:	1.72 meters
Weight:	112 kg
Hair Color:	light brown
Eye Color:	blue
Handedness:	left-handed



BADLANDS CHARACTERS

05



5.3 THE CAVERS

The Cavers are mostly expatriate Terrans who have forged lives as freelance scouts in the Madras area near the Southern Republic (see **Operation: Jungle Drums** for more information on the region). Four of the group were members of the Colonial Expeditionary Force while the fifth was a Terranovan collaborator. The Cavers have been headquartered in the Badlands near the AST border since the war, and maintain a network of contacts with other Terran expatriates in Port Arthur.

The Cavers are led by Ian Poldark, a former captain in the scout service of the Colonial Expeditionary Forces. Poldark left his allegiances behind when the commanders at his base ordered retaliatory executions of Terranovan civilians at the end of the war. Shocked, he intervened, leaving the executioners dead and himself a fugitive. He is the driving spirit behind the Cavers and oversees the scouts as he would a family, showing both the stern and loving sides expected of the stereotypical father figure.

Poldark's common-law wife, former CEF Major Valerie Siren, is the logistical director of the Cavers. She oversees the use and care of the maps of the MacAllen network which are the scout's greatest advantage. Thanks to her efforts, whole stretches of the cave network are well known to the Cavers and the team can provide unparalleled smuggling services in the areas they know.

Ursula Lars is the Cavers' resident computer expert. Along with Valerie Siren, she maintains and updates the many electronic maps of the group and works to keep their virtually irreplaceable CEF-issue equipment in working order. Lars is haunted by her hesitation at the time of the massacre which brought the Cavers together, sometimes wondering if she deserves to have survived at all.

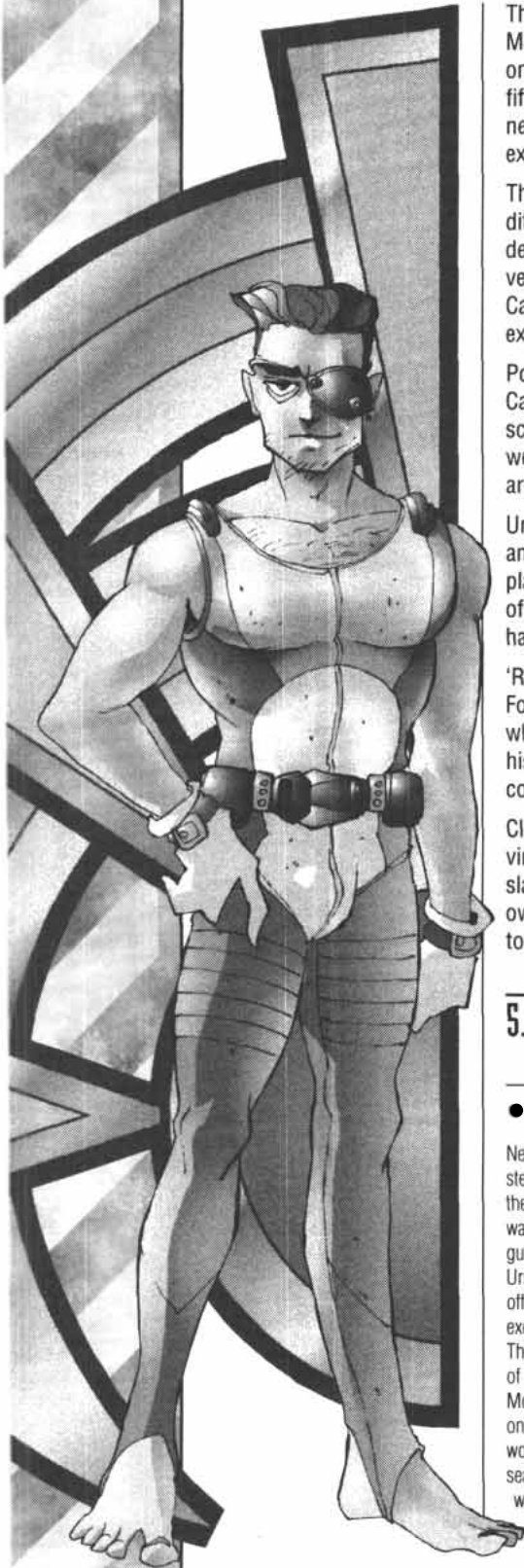
'Roo Reilly — unlike most of the other Cavers — has not adjusted to life as a freelance scout. Forced into military service into the Colonial Expeditionary Force, put to work amongst GRELS, which he developed a pathological hatred for, Reilly has gotten even more destructive since his bid from freedom. A heavy drinker and a cold killer in combat, Reilly's anger is barely contained by his colleagues' ministrations.

Cloris Perez, the Cavers' driver, is also haunted by her past. Half-compelled and half-convinced into collaboration during the War of the Alliance, this Terranovan saw her whole family slaughtered by the CEF in the closing days of the conflict. Having betrayed her people for their own murderers, she would have been lost without the support of the Cavers. She has started to build a new life with them, but cannot escape her self-recrimination.

5.3.1 OVERVIEW

• Background

Near the end of the War of the Alliance, the tide was turning against the CEF. In desperation, its leaders ordered stepped-up retribution against resistance fighters; officers enraged at their own defeat perpetrated atrocities far beyond the rules of war. Just outside the fence of a CEF supply base near Fort Neil in the Westridge Range, one such massacre was in progress. Major Valerie Siren, a logistics battalion commander, dashed out of her workshop in response to the gunfire, accompanied by her visiting fiancé, Captain Ian Poldark, and her new cartography lab commander, Captain Ursula Lars. The three, along with Corporal 'Roo Reilly, a nearby perimeter guard, stood arrayed against a security officer, two Morgana-class GRELS and a punishment detail of CEF troops, who had been actually conducting the executions. Valerie angrily demanded that the killings cease. 'Roo was angrier still, having a paranoid dislike of GRELS. The security officer ordered the next group of resistance members to be shot. This group included Cloris Ranay, sister of Terranovan collaborator Cloris Perez. Perez arrived at this moment to see her sister die. Just as he was ordering the Morganas to terminate the dissenters, a knife thrown by Perez killed the security officer. 'Roo immediately opened fire on the Morganas while Poldark's shots scattered the detail. The five dissenters escaped and, after a few days of traveling, wondered why they were not being pursued. They found out from stragglers that the Terran transports had left and the search for CEF deserters had been called off by the discouraged survivors. The five traveled to Perez' nearby home, where she found her entire clan murdered by CEF security. From there, they went south to the shelter of a survey station Ursula knew of and built new lives based on the value of the maps they acquired from the station.



BADLANDS CHARACTERS



• Group Dynamics

Ian Poldark leads the Cavers. Despite Valerie's higher rank, Poldark has taken the initiative enough over the years (starting with their initial escape from the CEF) that the others defer to him to make decisions. He is a firm leader, always willing to do the job himself. The group is a family of sorts. Poldark and Valerie — already engaged at the time of the massacre — now consider themselves common-law spouses. Poldark is the father figure while Valerie is the protective mother of the group. Ursula, an orphan, sees the others as siblings. Similarly, 'Roo never knew his family and though rough on the surface, has shown glimpses of a heart of gold. Cloris Perez saw her family killed, but has found another within the Cavers.

DYNAMICS CHART

• Ian Poldark

Valerie:	I've always loved her passion.
Ursula:	So calm she seems timid at times.
'Roo:	In combat, I've never seen anyone shoot as well.
Cloris:	She's trying to forget an awful sight. She won't.



• Valerie Siren

Ian:	Sometimes I just want him to get <i>mad</i> .
Ursula:	She's too darn calm sometimes.
'Roo:	He's a teddy bear.
Cloris:	I think she still hurts, but I like her.



• Ursula Lars

Ian:	He's a sad man in a way; he misses home.
Valerie:	When she's not angry, she can outthink anyone.
'Roo:	He's hiding his kindness.
Cloris:	Mother was always right: so's Cloris.



• 'Roo Reilly

Ian:	Once a captain, always a captain.
Valerie:	She's a hothead, but okay.
Ursula:	She's too shy.
Cloris:	She's kinda' snooty, but I've gotten used to it.



• Cloris Perez

Ian:	A man of soft-spoken philosophy.
Valerie:	She's always fighting herself.
Ursula:	Though she is quiet, it's a mistake to ignore her.
'Roo:	Some men wrestle their gentler instincts. 'Roo is one.



• Current Concerns

The Cavers are working to explore the underwater portions of the MacAllen tunnels near Port Arthur. All five of them have become proficient in the use of SCUBA equipment over the years, since much of the MacAllen caves are underwater. The requirements of underwater exploration are time-consuming, which has led to a secondary concerns. The routine task of updating their collection of maps is a constant drain on their time; the group is deciding whether to take on and train associates, something that they have been wary of doing in the past. Another ongoing project for the Cavers is locating a cache of fissionable material stolen by the rogue GREL Colonel Proust, who attempted to kill them after they inadvertently provided him with locations to obtain the fissionables. The Cavers' latest lead to Proust's location is that he has been seen recently in the Port Arthur area, gathering support among his fellow GRELS.



BADLANDS CHARACTERS

05

5.3.2 ALLIES AND ENEMIES

The Cavers are good business people and attempt to cultivate civil relationships with everyone they meet. Their service as freelance scouts is neutral by definition, but can be deemed valuable by parties opposed to their clients (rival smugglers, for example). The Cavers take steps to ensure they do not get caught in the crossfire.

• Colonel Proust



The Cavers have formed an antagonistic bond with Colonel Proust, a rogue GREL soldier who attempted to form an army in the Badlands near the Saragossa Range with which to take over Terra Nova. Proust deceived the Cavers through an intermediary into providing him with information, including routes to extract a supply of fissionable material from raids on Southern caravans and a good location for Proust's underground base. The Southern Republic recently bombed his base, but the Cavers have heard that he survived. They hope to somehow exact revenge for having been used.

• Madras Business Confederation

A loose coalition of smugglers and legal business people, the MBC is the Cavers' best client. The Cavers guide MBC caravans from the Badlands town of Madras to Abebba in the Southern Republic on a daily basis. These caravans head for the Southern border and are detoured underground by the Cavers off of the main trail to Abebba, and into the South. These contributions to the MBC make the Cavers invaluable members of Madras' business community.

• Sous-Commandant Nead Tagg



Resentful at his assignment as commander of the MILICIA's backwater Tijuana Base, Nead is "preparing for civilian life." Military Intelligence has not deemed it necessary to inform Tagg that his base is in fact an entry-point for uranium shipped from mines in the nearby Ogadog valley. Thinking himself far from military watchdogs, Tagg allows MBC caravans to pass through the AST border unmolested — as long as they do not damage border security electronics or harm guards — and 40% of the Cavers' commission is deposited to his account in Tijuana.

• Lieutenant Rockmar Skicay



The second in command of Tijuana Base, Skicay is an apparently luckless SR officer farmed out to the MILICIA. In fact, he is a Military Intelligence officer in charge of covertly running uranium from nearby Badlands mines into the Republic. He sees the growing MBC as a threat to his operation, since more caravans nearby means more chances the uranium caravans will be discovered.

5.3.3 THE CAVERS' MAPS AND BASE OF OPERATIONS

The Cavers possess a cache of maps of the MacAllen tunnel networks surrounding Port Arthur. They have also mapped both the surface tracks and MacAllen tunnels near Madras, the town they call home. All maps are updated as much as their time allows, but that work is falling behind. The Cavers keep the location of the maps and backup copies a secret since they are the key to their livelihood, and nearly impossible to replace.

• Background

Ursula Lars was responsible for obtaining the equipment and map files in the Cavers' possession. After the group returned from Perez' clan home outside Fort Neil, Ursula directed them to a CEF cartographic survey station in the eastern foothills of the Saragossa Range, near the Badlands village of Madras and the SR border. Though the station was abandoned, it had not been stripped, apparently because its crew had been some of the lucky Earthers to be evacuated. Consequently, there were provisions, portable mapping equipment (radar, sonar, and microwave) and even vehicles with a supply of fuel. Ursula and Valerie pored over the incomplete MacAllen tunnel map files they had found there, but those would have been simply a novelty if Perez had not gone out one day to see Madras. She came back with a farmer who was looking for a route to take his wares to the SR, but could not get past border patrols. Perez assuaged the farmer's fears at the others' CEF uniforms, and Poldark used a map of the MacAllen tunnels nearby and easily guided the farmer underground into the south. As demand for their services increased, they needed more detailed information on their maps. Their archive grew.

From the first smuggling operation right after the war, the Cavers have built a powerful relationship with the business leaders of Madras. Using lucrative smuggling contracts, they have been able to maintain and expand their map base. Once their operation was firmly established in the Madras region, the Cavers also made contacts in the expatriate Terran community in Port Arthur and obtained further mapping details of the region from allies in the Arthurian survey corps. Maintaining these maps has become a primary concern, and the Cavers spend significant amounts of time on survey work or acquiring maps from locals. Around Port Arthur, they usually obtain the latest details from the survey corps thanks to their allies. Arthurian Korps officials have become concerned by leaks of strategic information and it has become increasingly difficult to obtain up-to-date maps.

BADLANDS CHARACTERS



• Specifications

The Cavers have maps of MacAllen tunnels in a 15 km radius of Port Arthur, and the Madras/Tijuana area in the eastern foothills of the Saragossa Range. The electronic maps are kept in storage on a cartographic workstation located in a dried out MacAllen cave. The computer itself is rugged and is sealed in a humidity-controlled box, with hidden surface generators providing primary power and a battery as backup power. Valerie and Ursula have constructed environmentally controlled storage cases to preserve the life of their collection of backup copies of the map data disks. "The Cache" is their simple name for the cave-room and the collection within. The Cache is located three kilometers due east of Madras. Members of the Cavers regularly travel via caravan between their two areas of map coverage, guiding merchant convoys, military transports, and tourists between Port Arthur and Madras and through the MacAllen caves — where dry. Ursula prepares maps daily for the others to download via the Hermes Satellite network to a dataglove or datapad. The Cavers use old Terran military codes to access what were military wavebands of the almost fully commercialized Hermes network. The old codes were provided to the Cavers by ex-CEF Captain Ashton Gumm, a friend of Ian and Valerie's who works in Port Arthur's Hermes Control Center (HCC). Ashton is currently the only person who knows about the old military channels, though there are many technicians in HCC who might figure it out.

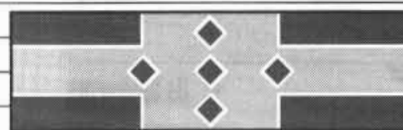
• Madras

Method of Government: Commercial Confederacy

Head of Government: Chairman Zekky Darvish

Population: 47,000

Principal Industries: farming, crafts, smuggling



Madras, home of the religious Yussan, was originally settled by them after they were driven out of the more religiously intolerant sectors of the CNCS. Traveling as far south as they could without actually crossing into the AST, the Yussan found a place to stop and cultivate, nestled in the little traveled eastern foothills of the Saragossa Range, across the Southern Republic border from the village of Abebba. Over the years a stream of Southern defectors have passed through Madras, many proceeding no further. As the town prospered, more Badlands families arrived and the town's population swelled. A trail was blazed from Abebba to Madras, trade thrived, and both villages grew to become cities.

The products of Madras were well respected for their quality, especially in Abebba. Officially, the Southern Republic's only interests in the Madras area were the newly opened copper and bauxite mines at the source of the Ogadog river, northwest of Madras, deeper into the Badlands. Then, about 5 cycles ago, the mines and border crossings were both closed. The ruling body of Madras, the Madras City Council (a licensed subsidiary of the Madras Business Confederation) legalized "cross-border exports and sales" — smuggling — to make up the lost revenue for caravan drivers no longer hauling ore from the mines. The arrangement benefited all of Madras since the farmers and craftsmen could continue to send their wares to the merchants of Abebba, while the caravan drivers simply stopped hauling ore and started hauling those same wares, albeit in a more dangerous game. Border patrols were stepped up, and the cat-and-mouse game of smuggling began in earnest. The MBC hired the Cavers for their expertise in getting caravans to Abebba by bypassing the border outposts and patrols by traveling underground through the MacAllen cave Network.

Despite unsubstantiated rumors that the Ogadog mines were closed by the Southern Republic because fissionable material had been found there, making the area "most unhealthy," business is good and Madras is undergoing an economic boom. The New Coalition is attempting to extend their coprosperity sphere down to the AST border by enticing Madras to join.

Economic good times have led to a population boom as Badlanders benefit from the prime smuggling route. Along with the positive benefits of increased population — expanded tax base, more residents earning and spending more money — there is more crime as well. The city fathers responded by putting additional peace-keeping forces on the streets. While this has made local residents feel more comfortable, gang wars for control of the prostitution, numbers and protection rackets continue. The latter is especially troubling to MBC members who must now absorb illegal overhead costs. One of the major selling points put forward by the NuCoal delegation is the offer of immediate support for the Madras Police Department in the form of reinforcements from less crime-ridden member cities, accompanied by regular shipments of automatic weapons and other policing equipment.

Increased population has also meant the spread of infectious diseases. NuCoal is also offering medical assistance to Madras' Health Corps, the city's health services division, because reported cases of swamp fever are swelling to epidemic proportions. This is especially true on the outskirts of Madras in areas still to be cleared of jungle growth. Immigrants are arriving faster than houses can be built, so the new settlers simply set up tents along streams among the jungle foliage. The sanitary conditions arising from the misuse of these streams are fueling the epidemic; the same streams are used for bathing, waste dumping and drinking water.

• Plot Uses

Most plot uses of the Cavers' maps center on obtaining or possessing a copy or copies of one or more of the maps or map data disks without the Cavers' permission. However, PCs possessing any of the Cavers' map disks will lead difficult lives since pursuit by the scouts would be inevitable. PCs might attempt to lay hands on all the priceless maps then sell them to the highest bidder. Illegally accessing the Hermes Satellite system to pirate the Cavers map transmissions can lead law enforcement or military authorities to investigate the PCs. It could also motivate members of organized crime to commandeer the PCs' successful piracy operation. Kidnappers seem to use the MacAllen tunnel system as a matter of course and a surprise rescue of an important NPC may require the maps. The Caver guard their maps jealously and PCs obtaining copies will have earned their enmity. PCs with legitimate business requirements can access the Cavers through Port Arthur contacts or the MBC.



BADLANDS CHARACTERS

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5.3.4 PLOT RESOURCES

The Cavers' special knowledge and expertise of where things are and how to get there quickly when in the Madras/Tijuana or Port Arthur areas can prove invaluable. The MacAllen caves, though difficult at times to traverse (especially the underwater rivers/tunnels), offer little known, alternative routes for both civilian and military travelers. The Cavers offer a service — usually to the highest bidder — and expect to be paid in a timely fashion.



• As Allies

The easiest way for PCs to ally with the Cavers is to provide them with new maps to extend their collection, preferably in an electronic format. While access to the Cavers' maps is useful for PCs and GMs, the Cavers can provide personal guidance as well. Ursula usually crews the HQ facilities in the Cache, but the other four travel twice a cycle to the areas around Port Arthur, usually to bring caravans to stops along the route, and to service customers. The Cavers maintain contacts mostly with expatriate Terrans. PCs who are allies would have access to these contacts. The Cavers' mild dislike for GRELS does hamper their developing contacts in the supersoldier neighborhoods of Port Arthur, however, and has kept them from establishing firm links with Jan Mayen.



• As Opponents

The easiest way for PCs to make enemies of the Cavers is to attempt to harm one. Attempting to remove maps or equipment from the Cache will also anger them enough to pursue the thieves. Although not a standard fighting unit, the Cavers can be deadly opponents. They have such a good reputation in the areas where they operate that they can call on small local paramilitary forces which the PCs may not expect. This is especially true in Port Arthur, where the government has disavowed any loyalty to Earth and where they have many friends in the Arthurian military, the Korps. When possible, the Cavers' favorite tactic for dealing with their opponents is to lure them deep into the desert or the MacAllen network and then disable their survival and navigation equipment. This puts the enemy completely at the Cavers' mercy, allowing the scouts to set the terms for survival.



• As Background Resources

The Cavers are not difficult to reach once one is aware of their existence. They provide official contact information only to a select group of contacts in Port Arthur and Madras. Unlike their early years, the Cavers now deliver "wholesale services" and most customers for scouting services are businesses, with only an occasional request originating from an individual. They have a fine reputation for the work they do, and consequently the demand for their work is so much that they can charge what they wish, and choose the jobs they accept. Most times they work for pay, though they occasionally provide free service in cases in which they feel personally involved. The Cavers' presence can also provide a link to the War of the Alliance, highlighting the fate of the Earthers left behind by the final escape of the CEF high command.



• As Cavalry

For Player Characters who end up trapped by pursuers in a dry section of the MacAllen caves, there is usually no escape. If a Caver appears and leads the players away from their pursuers — Heavy Gears and all — the Cavers may extract a "marker" from the PCs, a promise of future services in exchange for saving them. The Cavers may need the characters' Heavy Gear for some dicey delivery through the MacAllen system in the near future. If the marker should remain unpaid when called in, the PCs would be tracked down and coerced into paying by Caver paramilitary allies. The Cavers can also provide emergency assistance if the Player Characters find themselves stuck in the thick of things in Port Arthur. PCs who are less than cautious can quickly find out that antagonizing a Mordred shock trooper is generally a very bad idea, and the Cavers might be their only help.



• As Plot Devices

Valerie and Ursula both have a passion for high technology. Should the Player Characters be out to capture hot hardware, Valerie and Ursula would be inclined to help. They could also convince the other Cavers to aid the characters in hiding the goods upon their arrival in the Port Arthur or Madras areas if the two women were allowed to inspect them first. Poldark and 'Roo are often hired for their military skills or to lend scouting/tracking experience to gold prospectors or posers. Perez usually takes the toughest assignments, such as tracking down unkind characters who renege when the Cavers call in a past service "marker." Echoes of the War of the Alliance might also bring the PCs and the Cavers together, especially if any Player Character still holds a vendetta against collaborators and is unwilling to listen to any explanations.

BADLANDS CHARACTERS



IAN POLDARK

• Attributes

AGI	0	APP	-1	BLD	-1	CRE	2	FIT	-1
INF	1	KNO	1	PER	1	PSY	1	WIL	1
STR	-1	HEA	0	STA	20	UD	2	AD	2

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	2	0	Dodge	2	0	Swimming (Scuba)*	2	-1
Camouflage	2	1	Hand-to-Hand	1	0	Small Arms	2	0
Combat Sense	2	1	History	1	1	Survival	2	2
Communications	2	1	Leadership	2	1	Tactics	2	2
Cooking	1	2	Nav. (Cartography)*	3	1	*(specialization)		

• Background

Ian Poldark was born on Terra in A.D. 6090, in the arcology of New Perth. He grew up singing, often at home, much to the chagrin of his brothers and sister. He also developed an interest in military history, which led him to volunteer for the New Earth Commonwealth armed forces at the age of 18, this time to the chagrin of his parents. He fought in the periphery wars for the NEC from about 6108 on, became an officer, and was given the choice of further service. He opted for the scout service, becoming one of the best in his field. He was promoted to captain after the invasion of Caprice. Though he survived both the NEC campaigns on Caprice and Terra Nova, he lost his left eye during a Peace River Army raid. He wears a patch on it. It itches occasionally, but he is inured to that, and monoscopic vision.

• Profession

Poldark is a skilled scout and scuba diver. He passed his expert-level survival certification with highest honors, not knowing at the time that no one had ever finished the course (the rest had been rescued from it). His combat instincts are finely honed; when there is a paramilitary customer, Poldark is assigned as liaison. When another Caver is assigned to a new customer, Poldark is always a part of the team, and is team leader. He is responsible for the overall evaluation of each customer's technical needs. He stays calm in difficult situations, and has a manner that puts the customers at ease. He is very effective at keeping his people professional — especially Valerie — when customers make unreasonable demands.

• Attitudes

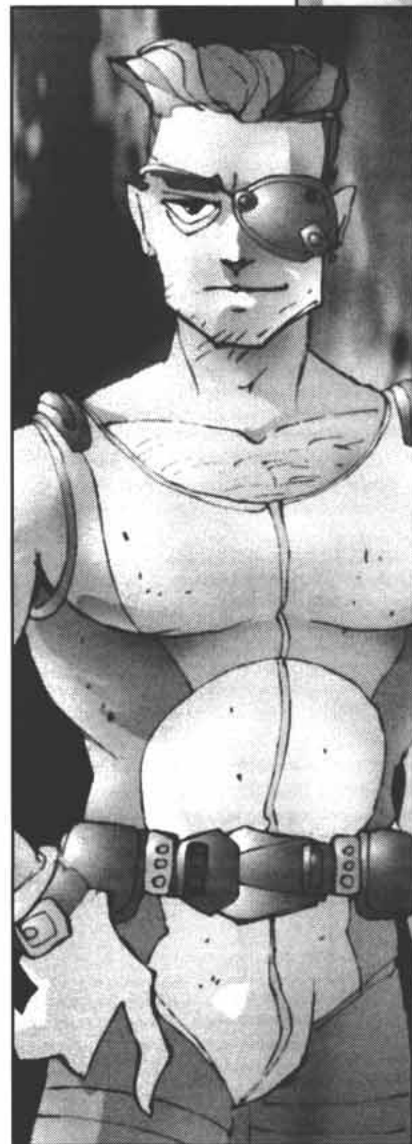
Along with Valerie Siren, his common-law wife, Poldark he has endeavored to minimize violent situations in the Cavers lives. His professional objectives are reducing casualties from accidents and ambushes, and keeping the Cavers aware that customer safety is their highest priority. A living customer is a paying customer. He attributes his success, and the success of the Cavers, to plans made with the three "Fs" of forethought, flexibility and follow-through. He prefers to sleep on plans before they are implemented.

• Combat Reactions

Although personally not the fastest or the strongest soldier — age is creeping up on Poldark early and his strength is not what it used to be — he is highly skilled at coordinating small combat units. He will try to diffuse a combat situation before it starts by anticipating the possibility and planning for it. If one is thrust upon him, he will avoid unnecessary violence, but will kill in self-defense, or in defense of his customers. He is ready to sacrifice himself for the survival of any other member of the Cavers, most especially his wife Valerie.

• Contacts

Ashton Gumm (age 56, specialties: aircraft & space piloting), an aircraft and space assault ship pilot and friend from days on Terra, currently living in Port Arthur; Desra Paratee (age 36, specialties: streetwise & gambling), contact in Tijuana who trades information for MBC goods; Zekky Darvish (age 35, specialties: law & leadership), chairman of the Madras Business Confederation, with whom Poldark has regular contact; Orson Oodvox (age 76, specialties: bureaucracy & business), cagey treasurer of the MBC, brusque and knowledgeable, he is Zekky Darvish's father.



Age:	59 cycles
Height:	1.90 meters
Weight:	80 kg
Hair Color:	brown
Eye Color:	blue (patch on left eye)
Handedness:	right-handed



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VALERIE SIREN



Age: 60 cycles
Height: 1.65 meters
Weight: 52.3 kg
Hair Color: red
Eye Color: blue
Handedness: left-handed

• Attributes

AGI	0	APP	1	BLD	-1	CRE	1	FIT	1
INF	-1	KNO	2	PER	1	PSY	-1	WIL	1
STR	0	HEA	0	STA	20	UD	3	AD	3

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Aircraft Pilot	1	0	Electronics	2	2	Navigation	1	2
Bureaucracy	2	2	Hand-to-Hand	1	0	Small Arms	2	0
Communications	1	2	Leadership	1	-1	Swimming (Scuba)*	2	1
Computer	2	2	Melee	1	0	Survival	1	1
Demolitions	1	2	Music	1	1	Tinker	1	1
*(specialization)								

• Background

Born on Mars in A.D. 6092, Valerie grew up in the slums of the capital there, where her fiery temper earned her a reputation as a hellcat. Her parents did everything they could to rescue their daughter from an impoverished living situation. They managed to have her sent to boarding school where, to her own surprise, she found she had an aptitude for engineering. When the NEC reestablished ties with the Mars colony and began conscripting for the invasions of Caprice and Terra Nova, she was one of the first recruits. Once on Terra Nova, Major Siren met Captain Ian Poldark. Joy and fury coursed through her when she thought of him. Joy, that Ian had captured her heart when she had needed it, and fury at her own dichotomy of feelings, simultaneously despising and desiring the loss of control he could induce in her. They were to marry on their next leave.

• Profession

Valerie has become a competent guide under the tutelage of her husband, and alternates with Ursula for equipment maintenance duties. Known as a tinkerer since her CEF days, Valerie can even now be found working late into the night on various new electronics projects, never feeling the passage of time. Her combative nature can overflow, sometimes detrimentally, into her professional relationships; she is alleged to have said that nothing gets the creative juices flowing like a good argument, much to Poldark's dismay. 'Roo, Ursula and Perez excuse her this personality quirk since her wide knowledge and experience make her good at her craft and directing the others in the completion of electronic construction projects. She works especially well with Ursula.

• Attitudes

Valerie is driven by the desire to do a job well, rather than simply completing it, working the long hours she does because she feels that things are never quite finished. This is also the motivation for her hobby of tinkering. There are moments when Valerie fails to understand why the others tolerate her, when insecurity cracks through her confidence. Typically, Poldark consoles her with anecdotes illustrating how much good she does, how indispensable is her expertise. Valerie finds it hard to believe, but she loves him for attempting to make her feel better. Despite her bouts of insecurity, she is extremely serious about her projects.

• Combat Reactions

Valerie is an electronics engineer; she does not have the killer instincts of a seasoned combat soldier. She is a decent shot with a pistol, but prefers not to use it. If possible, she avoids combat altogether, or, if not, possibly negotiates a surrender. She is by no means a coward, but she is also no longer a soldier. She will defend herself as best she can, but will flee if she senses she is outclassed. The only exception would be if Poldark were threatened, then she would like to think she would tear the spine right out of his attacker.

• Contacts

Ashton Gumm (age 56, specialties: aircraft pilot & space pilot), an aircraft & assault shuttle pilot from Port Arthur and old flame; Ezra Hawke (age 50, specialties: acrobatics & computer), a cawfee-house buddy in Madras with whom she argues happily about the latest technologies.

BADLANDS CHARACTERS



URSULA LARS

• Attributes

AGI	0	APP	0	BLD	0	CRE	2	FIT	-1
INF	1	KNO	2	PER	-1	PSY	-1	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Communications	1	2	First Aid	1	2	Survival	1	2
Computer	3	2	Mechanics	2	2	Swimming (Scuba)*	2	-1
Drive	1	0	Navigation	1	2	Tinker	1	2
Electronics	2	2	Sleight-of-Hand	2	0	Visual art	1	2

*(specialization)

• Background

Ursula was born in an NEC enclave, but never knew her parents. The NEC took her under its wing from birth, assigning a permanent nanny, whom Ursula always called "Mother." There was never any question of Ursula's entering the military and learning computer engineering; it had been her assignment from an early age. The CEF's massacres destroyed her self-image, that she was part of an army of reasonable and deserving conquerors. When she confronted a few of the mass murderers with Valerie that fateful day, she balked. If gunfire had not erupted, she would have abandoned Valerie and the others; she has had a difficult time forgiving herself for what she would have done. She has slowly begun to realize that the others did not despise for her actions that day, but admired her for resisting at all. Consequently, she has been more at ease the last few cycles.

• Profession

There are few in the Madras area who can master, execute and debug a computerized or electro-mechanical design faster than Ursula. Certainly not the AST armorers at Tijuana base, the nearest engineering laboratory. She puts all of her concentration into each job, whether that be cracking the case on an irreplaceable Terran computer, coordinating with Valerie on a vehicle's electronics installation, or making a harvesting gin work smoothly for a Madras farmer. Valerie says it is almost impossible to rouse Ursula from "her reverie" when she has her full mental capacity focused on a single project. Ursula has been learning more pure mechanical engineering since she left the CEF; not surprisingly, she is extremely adept at that also.

• Attitudes

Ursula is most comfortable when she is in her workshop with something's mechanical or electronic guts laid out in a "mind-numbing puzzle of malfunctionality." She wants to make things work, and things she makes from scratch, she wants to make work well; in that respect, she and Valerie are of identical temperament. She works actively to keep her painful, still-lingering, thoughts of the massacre at bay by practicing the art of sleight-of-hand for fun. Her routines are quite amusing, observers say; it lightens Ursula's heart to travel into Madras and perform magic shows for schoolchildren.

• Combat Reactions

Ursula is born to build, not to destroy. In a fight she will either hide or run, unless some extreme circumstance involves another member of the Cavers. In the latter case, she might attempt something desperate like trying to fire a gun or hit somebody. She prefers not to get into fights at all, though she does have some flair for first aid and is no doubt the best person to arrive immediately after combat ends. Ursula is very good at coordinating computer support for combat actions, but needs to stay as far away from the action as is possible.

• Contacts

Dannel Miles (age 25, specialties: electronics & notice), a young genius on whom Ursula has a slight crush; Garey Toors (age 40, specialties: teaching & literature), a teacher in Madras who is smitten with Ursula; Destiney Rivalis (age 40, specialties: teaching & life sciences), teacher in Toors' school, and a good friend and driving buddy; "Saltey" Muller (age 90, specialties: streetwise & cooking), a bartender in Madras; Rayshe Rawbins (age 42, specialties: cooking & dancing), exotic dancer, chef and another avid driving aficionado.



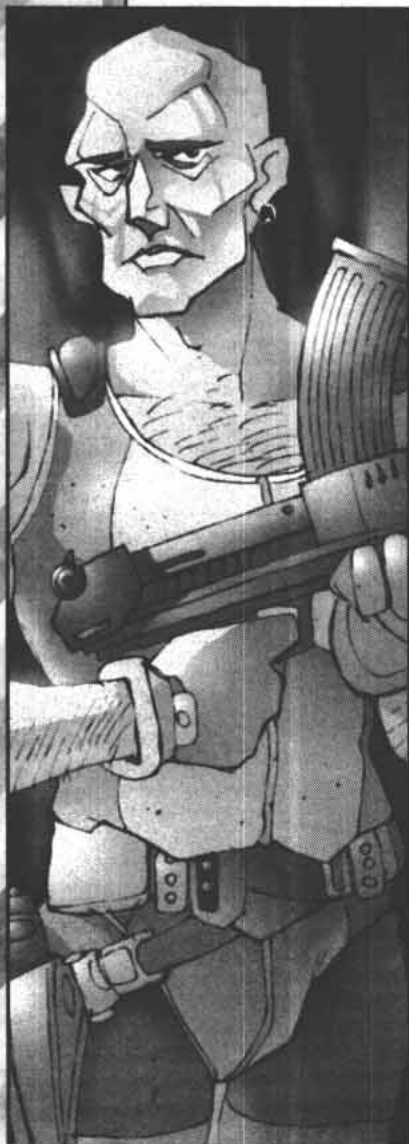
Age:	54 cycles
Height:	1.57 meters
Weight:	45.5 kg
Hair Color:	blonde
Eye Color:	green
Handedness:	left-handed



BADLANDS CHARACTERS

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'ROO REILLY



Age: approx. 55 cycles
Height: 1.93 meters
Weight: 109 kg
Hair Color: bald
Eye Color: gray
Handedness: right-handed

• Attributes

AGI	2	APP	-1	BLD	0	CRE	1	FIT	0
INF	0	KNO	0	PER	2	PSY	-1	WIL	0
STR	0	HEA	0	STA	25	UD	4	AD	4

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Archery	1	2	Investigation	2	2	Small Arms	3	2
Combat Sense	2	2	Leadership	1	0	Survival	1	1
Communications	2	0	Melee	1	2	Swimming (Scuba)*	2	0
Hand-to-Hand	1	2	Navigation	1	0	Throwing	1	2

• (specialization)

• Background

'Roo was born in New Enschede on Earth, but does not know his exact age. His parents abandoned him for unknown reasons at birth and, after suffering through an orphanage, the state required him to pay back his room and board. He was conscripted into the CEF, a human corporal in an army of supersoldiers. He got no respect and gave none. Although he put up with the undeserved taunts of "weakling" and "slacker" from the GRELS with whom he was forced to associate, his attitude finally soured. Still, he persevered, until the day when he discovered two Morgana-class GRELS in an execution party. He joined with some other humans to stand up to "those slimy vat-head murderers." When the GRELS were ordered to kill 'Roo and the others, he lost control. Firing from close range, he shot both GRELS so fast even their genetically engineered reflexes could not save them.

• Profession

'Roo is a natural soldier. He is not particularly smart, but where his conscious mind is less than perceptive, his unconscious mind has a sharp sense of self-preservation. Consequently, everything 'Roo does is tinged with desperation, and when he gets mad, his fear and cowardice mask themselves as bloodlust. Consequently he becomes a foe to be reckoned with. He is so agile and sensitive to things and people that want him dead that he is most effective when he simply turns off his conscious mind — either with alcohol or fear — and lets his body defend itself. He is often unable to hit a cawfee can at twenty paces when shooting casually, but in combat 'Roo is uncannily accurate.

• Attitudes

'Roo is a little paranoid and is often heard mumbling something about "GRELS, GREL spies, everywhere..." He is also lazy and slovenly, his clothes ill kept and his face unshaven. He is even worse when intoxicated. When he is sober, he leads caravans or obsessively cleans his automatic pistol, cleaning it and then testing the sights, then cleaning it again — some days in an endless cycle. 'Roo is gruff and downright rude at times, and occasionally wonders how the others stand him. Periodically, he can show a rough appreciation of the others.

• Combat Reactions

'Roo will deliberately start a "recreational barroom brawl" if someone knocks over his drink. He is not the best-trained brawler, but he fights "dirty," and consequently wins most of the time. In contrast, his preference in life or death situations is to shoot first and ask questions later. He depends upon his accuracy and deplores getting too close to targets, since it improves their accuracy as well. He will fight it out if another Caver is threatened; though whether he would go so far as to sacrifice his own life to eliminate that threat is problematical.

• Contacts

"Corker" Tomas (age: 70, specialties: business & streetwise), a liquor supplier with whom 'Roo deals frequently; "Dee Needle" (age: 60, specialties: streetwise & notice), a fixer who put 'Roo in contact with "Corker;" Mollie Raider (age: 70, specialties: demolitions & music), his lover, with whom he goes around to empty fields and blow things up — models, tin cans, small machines — for fun; Detective-Inspector Jerrey Halko (age: 55, specialties: investigation & streetwise), Madras Police inspector investigating the resulting spate of explosions.



CLORIS PEREZ

• Attributes

AGI	2	APP	1	BLD	0	CRE	1	FIT	0
INF	1	KNO	1	PER	1	PSY	0	WIL	-1
STR	0	HEA	-1	STA	20	UD	3	AD	3

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Communications	2	1	History	1	1	Survival	2	1
Dance	1	2	Law	1	1	Swimming (Scuba)*	2	0
Drive	2	2	Melee	3	2	Theatrics	1	1
Earth Science	1	1	Navigation	2	1	Throwing	1	2
Etiquette	1	1	Stealth	2	2	Visual Art	1	1

*(specialization)

• Background

Perez was born among the expatriate Westerners of the Badlands community of Fort Neil in TN 1882. When the CEF landed and overran her clan's ranch, she was blackmailed into collaborating with the CEF, threatened with the deaths of her entire clan. The CEF recognized that she was a natural talent, who would excel in the black arts of guerrilla warfare. To ensure her cooperation in training camp (a CEF supply base near Fort Neil), they brought along a hostage — one of her sisters, Cloris Ranay, with whom Perez had always been closest. When her training officer neglected to save Ranay from the firing squads liquidating resistance fighters, Perez killed the commander of the execution squad and fled with the other Cavers back toward her home. The CEF made good their threat to her family, and she has been fighting her feelings of guilt ever since. Time has eased her pain somewhat, but it remains to this day.

• Profession

Perez is an excellent scout and guide, having an innate sense of which route would be easier for a caravan. She saves the time and money of the merchants of the MBC, making her their most popular choice to lead caravans. The customers have nicknamed her "The Ghost of Madras" for her uncanny ability to disappear from a caravan without a trace, only to reappear down the trail to give new directions to the caravan leader. She will occasionally drive the lead vehicle herself, but that often makes it difficult for following drivers to keep up. She is known for the speed with which she can drive a vehicle through difficult jungle terrain to its destination.

• Attitudes

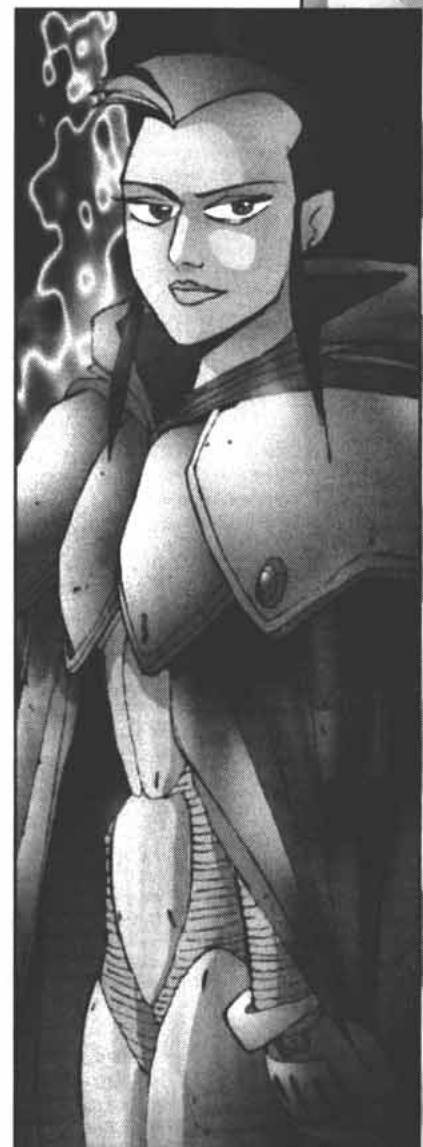
Perez seeks emotional peace, a salve for her guilty conscience. She feels that her collaboration was her own fault, manipulated though she was by the CEF and her concern for her family. Although as qualified as Poldark to lead the Cavers, she yields command to him because she does not want to make command decisions; she prefers to provide balancing input to the leadership process. The others have always respected her thoughts and have helped her to heal by making her their friend and confidant. She will always be grateful to them.

• Combat Reactions

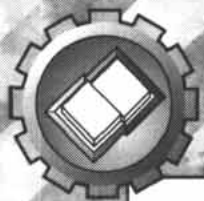
Perez is controlled in most combat situations and will usually retreat to maximize her effectiveness in a follow-up ambush at a time and place of her choosing. In a fight, she goes for the kill. She is most effective in close combat with a weapon and feels uncomfortable without some form of knife or machete. She prefers a thrust to a cut for killing and she can throw a knife with accuracy. She will stand fast if she feels she has a chance of winning and will defend any of the Cavers to the death without the slightest hesitation.

• Contacts

Major Garibaldi Moriarty (age 60, specialties: leadership & intimidate), the CEF officer who recruited Perez during the war and was responsible for her family's deaths, his whereabouts are unknown; Benteen Watroo, (age 100, specialties: baking & etiquette), the Cloris clan's bakery chef, who escaped the massacre at the Cloris ranch and who informed Perez of the CEF's culpability in her family's deaths.



Age:	46 cycles
Height:	1.72 meters
Weight:	52 kg
Hair Color:	black
Eye Color:	hazel
Handedness:	right-handed



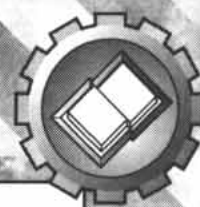
I N D E X

Legend:

BL	Into the Badlands
CC	Character Compendium 1
DH	Duelist's Handbook
HG	Heavy Gear Rulebook
OJD	Operation: Jungle Drums
TN	Life on Terra Nova

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	Adjanni, Kathë	CC 12, TN 48
	Adrian XXXIV, Pope	TN 27
	Alany, Tara	CC 119
	Albert	CC 75
	Ali	OJD 21
	Allendale, Tamis	TN 21
	Anastapulos, Salvador	CC 34, TN 101, BL 45
	"Anders von Breslau"	CC 126
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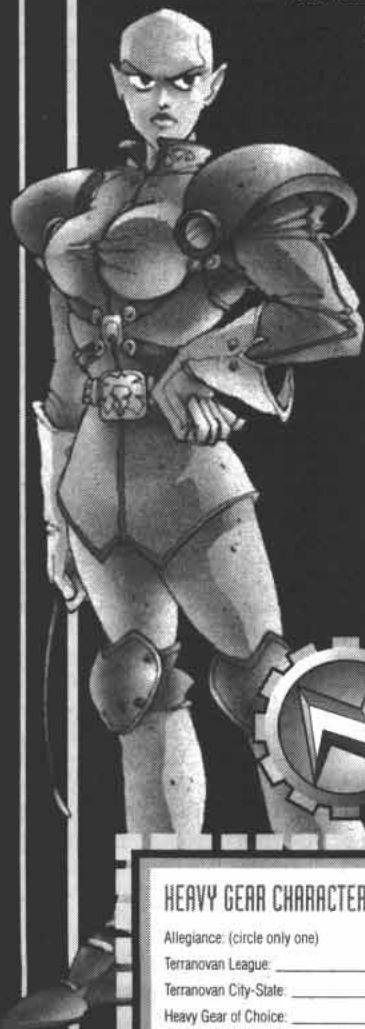
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■ 1203	Strike Jaguar
■ 1204	Cheetah
■ 1205	Strike Cheetah
■ 1206 ▲	Grizzly
■ 1207 ▲	Assault Grizzly
■ 1208	Hunter Commando
■ 1209	Bricklayer
■ 1210	Fire Jaguar
■ 1211 ▲	Rabid Grizzly
■ 1212 ▲	Kodiak
■ 1213	White Cat
■ 1214 ●	Light Artillery
■ 2050 ◆	Northern Box Set



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■ 1301	Blitz Jäger
■ 1302	Black Mamba
■ 1303	Long Fang BM
■ 1304	Iguana
■ 1305	Blitz Iguana
■ 1306 ▲	Spitting Cobra
■ 1307 ▲	Striking Cobra
■ 1308	Stone Mason
■ 1309	Flammjäger
■ 1310	Snakeye BM
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