



# HARDNOVA II

## ↑ incidentals: ↑ CHARACTERS I

THIS BOOK REQUIRES  
HARDNOVA II



WWW.PIGAMES.NET

**WRITTEN BY**  
**JENNIFER SCHOONOVER**

**EDITING AND LAYOUT BY**  
**BRETT M. BERNSTEIN**

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### **THIS BOOK REQUIRES HARDNOVA II: SPACE ACTION ADVENTURES**

Welcome to **Incidentals: Characters for HardNova 2**. This book contains a handful of non-player characters that can be used for either subplots or in the focal points of your stories. Not only do they provide unique outlooks, but also ways of incorporating them into your stories.

Each character is presented on a separate page, along with any crafts or bots that accompany him. It is set up in this manner so that you only have to print out the character(s) that you need, as well as reducing page-flipping.

## ZT'SAZZI

*"Have you lost your way?"*

*"It is not a duty, but an honor to be a part of the collective consciousness known as Kt'sorii."*

*"Follow, not with your eyes, but with what you perceive through your extrasensory receptors.  
You will know as I have learned that they are telling you to come home."*

## KT'SORII FANATIC

Zt'sazzi was a young female being groomed as a scientist in the kt'sorii government when she proposed a theory that would radically change her life. Her evidence suggested that the kt'sorii were once all part of a collective "hive" mind under the leadership of a single Queen, and that the now-useless appendages on their bodies were sensory organs for taking psychic directives throughout each swarm. The scientists divulged that this was not a new theory, but one only of remote interest to their current lives. The young scientist was asked to work on something else.

Zt'sazzi, however, had a revelation. Perhaps it had never been intended for the kt'sorii to venture off their homeworld. She began a crusade to call home the wayward hive members and laid blame at the feet of other beings in the universe that had "corrupted" their perfect lives.

## USING KT'SAZZI

Zt'sazzi can be found in any major starport, calling the brethren back to the homeworld. She barely looks at any member of any other race, but if there is a kt'sorii among the characters, she delivers a sermon explaining why he should return home. She is more emphatic over a female wandering the galaxy, and persists continuously as long as they are in sight.

## STORY IDEAS

Aside from being a general nuisance, Zt'sazzi needs rides to other spaceports and she pays well. She is polite if a little quiet, unless there is a kt'sorii in the party. Then she expects a free ride in return for her work for the hive.

Zt'sazzi has heard rumors of a small group of kt'sorii whose inactive appendages are still receptive to one another. These throwbacks apparently inhabit a distant planet in the Astayik Expanse. She wants to go there and examine this unique group. This can either be the real thing or just a wild goose chase, but she is willing to pay for the trip.

## ZT'SAZZI

3	1	1	3	4
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

## SKILLS

archaeology 5\*, medicine 6\*, sciences 5\*,  
negotiation 3, persuasion 4

## GIMMICKS

compound vision, toughness (1), heightened touch,  
heightened hearing

*\* These skills may only be used in relation to Kt'Sorri at the designated ratings. Zt'Sazzi can make assumptions in when applying here knowledge for other races, but she may only use the relevant skill at half the designated rating (rounding down).*

FAT	I	INJ
<input type="checkbox"/>	-	<input type="checkbox"/>
<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
<input type="checkbox"/>	-	<input type="checkbox"/>

## MR. GRAVE

*"I am incapable of understanding emotions, sir, so please cease this crying."*

*"I see you have cybernetic eye implants. They should cover your debt nicely."*

## REPO-MAN

Both honest businessmen and shady dealers know that when you have a wayward debt to collect, you call Mr. Grave. This X-an opted for a near-human appearance—a man's face and skin over its massive frame, but with the emotionless robotic eyes. Mr. Grave answers to a dozen or so conglomerates in the USU, as well as five or six illegal cybernetic labs and weapons manufacturers that operate just outside USU influence. Mr. Grave has his own personal unnamed starship with enough room for himself and a cargo bay to transport goods to their owners.

## USING MR. GRAVE

Mr. Grave travels throughout the galaxy searching for his marks. He usually has a list of six or seven debts at any one time. He typically does not kill as there is no profit in bodies, but he plays the heavy very well and knows how to inflict painful, non-fatal damage. He gives the borrower a chance to make new plans with the lender before removing collateral.

## STORY IDEAS

If any of the characters owe money, Mr. Grave can be on his or her tail to collect. Most likely, however, the characters meet up with Mr. Grave as he is tracking down another borrower who could either be a friend or foe to the characters.

## MR. GRAVE

4	2	1	4	1
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

## SKILLS

brawling 5, firearms 4, investigation 5, tracking 5, academics 3, commodities 5, piloting (spacecraft) 4, piloting (starships) 4

## GIMMICKS

toughness (3), logic, tolerance to pain, inexhaustible energy, electrical vulnerability, clumsy, microscanners

FAT	I	INJ
<input type="checkbox"/>	-	<input type="checkbox"/>
<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
<input type="checkbox"/>	—	<input type="checkbox"/>

## MR. GRAVE'S SHIP

Small Interstellar Personal Spacecraft

+2	+1	0	2	2	<input type="checkbox"/>
SPEED	HANDLING	SENSORS	FRAME	SHIELDS	

## WEAPONS

1 linked pair of laser cannons (forward)  
ion cannon

## GIMMICKS

hyperspace generator (supralight speed: 0)  
cargo bay

MEC	I	STR
<input type="checkbox"/>	-	<input type="checkbox"/>
<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
<input type="checkbox"/>	+4DIFF	<input type="checkbox"/>

## MASTER DERAGO

*"Don't worry; I'll keep you safe."  
"A natural redhead? Sure, it can be done."*

### CENTAURIAN SLAVER

Master Derago was once a good man in both mind and spirit. His psionic power was advanced, and he was taken on by a secret agency within the USU to detect threats against itself and the galaxy at large. Derago was specifically trained to seduce and subvert the mates of prominent officials and bureaucrats to determine their partners' intents. After a time, he was released from duty because he was becoming too identifiable, but not before he developed a callous attitude for submissive individuals that he considers weak.

Since going rogue, Derago has found other uses for his talents. He operates a slave trade near the Quiet Frontier, although he occasionally enters USU space when clients have specific requests. He spends his time stealing, kidnapping, or otherwise persuading young males and females of all races to "find a better life elsewhere." He then sells them as slaves to interested parties who have the credit chips. Derago is careful to only fill up with a few slaves at a time and can usually keep them under control with his psionic abilities and sedatives.

Master Derago is not handsome in the traditional sense, but he is very masculine and knows how to play up a strong dominant stance to appeal to those looking for protectors. He takes slaves of both genders so long as they are submissive. He can read people well and very rarely takes on a dominant individual that may cause him trouble. As he transports a slave, he breaks him to ensure complete docility.

### USING MASTER DERAGO

Master Derago is very careful not to arrive in popular spaceports with slaves, so he only comes in after a drop-off or prior to a pick-up. He has come to a point in his finances where he takes "orders" for specific slaves from buyers. He is very patient in selecting a target and assaults him or her with both his natural seductive manner and psionic power.

### STORY IDEAS

If the characters are under USU authority, they may be sent to track down the elusive slaver. The Centaurian Xenobiological Regulation and Immigration Service may also have a bead on Master Derago. They probably also want him captured.

Master Derago kidnaps the child of a prominent official. The gamemaster could choose to have Master Derago meet with and try to seduce one of the characters themselves, but this should only be done with a player's consent.

### MASTER DERAGO

3	1	2	2	4	FAT	I	INJ
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>

FITNESS AWARENESS CREATIVITY REASONING INFLUENCE

#### SKILLS

brawling 3, piloting (ground) 3, forgery 4, piloting (spacecraft) 4, memory assault 6, psychokinetic control 4, mesmerism 6, negotiation 4, seduction 6, composure 4

#### GIMMICKS

psionics, psychokinesis, telepathy, brain pick, trickery

### THE PROTECTOR

Small Interstellar Transport

+1	+1	+1	2	1	<input type="checkbox"/>	MEC	I	STR
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+4DIFF	<input type="checkbox"/>

SPEED HANDLING SENSORS FRAME SHIELDS

#### WEAPONS

1 linked pair of laser cannons (forward)

#### GIMMICKS

reinforced systems

## FORRA “PHO” STOKKA

*“There’s a lot you don’t know about me.”*

## TARKOSIAN VIGILANTE

Forral Stokka is a young tarkosian female trying to end the gang warfare against the tarkosian government and people. Her mission began when her middle-class parents were killed by an explosive set for the assassination of a tarkosian government official. She was sent to live with an elderly male cousin who ignored the young girl, preferring to instead drug himself into oblivion to forget his part in the war with Earth. Left to her own devices, she was able to study military tactics and practice marksmanship and swordplay from her relative’s military friends. The cousin died without heirs and Forral continued to live there without government interference with her new teachers’ help. Ready for justice, she donned the first of many disguises and made her way to the streets.

She is now a member in two of the most prominent gangs—the Maarkast and the Freqari, which means “Red Death” and “The Silent Runners” respectively. She has the hair dyes and costumes for each, using red for the Maarkast as Forral, and blue for the Frequari as Stokka. She also has a third disguise for “Pho,” all in black—this is her vigilante costume when she is on the prowl. Stokka spends much of her time with one gang or another, using excuses, such as schooling or caring for her ailing cousin (using one of her military teachers), to explain her frequent absences. In both gangs, Stokka has made a reputation for herself, well enough that she is privy to a lot of insider information without being too obvious. She uses this information as Pho to manipulate events so that fatalities are kept to a minimum. Stokka knows she is wearing herself thin and has to make a drastic move one way or another before a cover is blown.

## USING FORRAL STOKKA

Rarely is Forral found off her homeworld of Tarkos. If the player characters meet her while confronting either gang, she remains in the background, but marks the characters as a valuable asset for a later introduction to Pho. She finds ways to make the gangs’ activities known to police in cases where innocents may be harmed, and often uses one gang against the other to hinder them.

## STORY IDEAS

One of Stokka’s covers is blown and she must leave the area. Her cousin’s military buddies make contact to get her out of the city or even off the planet if she is revealed as Pho to either gang. As Pho, she feeds the characters as much as she knows and asks for a favor—to help her bring down the gangs for good so she can end her operation. Another opportunity to get the characters involved with Forral’s gangs is through the ex-war veteran who plays her cousin from time to time. She could arrive at his house while they are questioning him about something else.

One of the higher government officials of the USU is scheduled for a visit to Tarkos. The characters are hired to help keep an eye on the gangs. Pho either approaches them with the gangs’ plans or she comes to warn them that the gangs have already planted a bomb.

## FORRAL STOKKA

<b>3</b>	<b>2</b>	<b>1</b>	<b>3</b>	<b>3</b>
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

## SKILLS

athletics 5, firearms 5, melee 6, tracking 3, disguise 6, computers 3, mechatronics 3, streetwise 5, performance 4, street cred 5

## GIMMICKS

constitution, sure-footed, musclebound, discrimination, electrical vulnerability

FAT	I	INJ
<input type="checkbox"/>	-	<input type="checkbox"/>
<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
<input type="checkbox"/>	-	<input type="checkbox"/>

## SONOMA MENOS

*“The History of Warbots in Interplanetary War?”  
I see, sir... If you would come right this way—and leave your man to guard the door.”*

### MIGADO SMUGGLER

Most officials on shipping lanes would not suspect a migado to be involved in the risky business of smuggling, which is why Sonoma Menos is so successful in his illegal endeavors. He spends most of his days in space, and is fairly active there, even for a migado. When he lands on a planet or spaceport to deliver goods, he wears a harness attached to an antigravity stabilizer for keeping him at a variable distance in the air. Menos also uses his psychokinesis to move along the ground. He prefers delivering to other ships mid-route, however, to keep from prying eyes.

Sonoma disguises his illegal activities with books. He converted the large cargo bay on his ship into a book store complete with shelves (and spaces behind the shelves for storing black market goods). Selling, trading, and exchanging books is the perfect cover for regularly traveling the shipping lanes to backwater planets across the galaxy. His book sales are sufficient enough for a legitimate living all on their own, but he enjoys the large amount of money his other business provides.

### USING SONOMA MENOS

Sonoma is actually quite fit for a migado and is boisterous and cheerful in most meetings. He knows his books, having read them all, and is always looking for more. His ship is an older model but spacious, and his earnings help keep it in the best of conditions. He uses ibots, ubots, and preprogrammed shipping routes to navigate the galaxy, leaving him to enjoy his literary collection. He also has one highly prohibited warbot rebuilt to look like an ordinary ubot for those moments when deals go south.

When people come to peruse his books, he becomes lively, showing off his most prized possessions. At these times, one would never guess he has a stash of illicit weaponry, drugs, or computer-hacking equipment hidden between the shelves. He has an incredible poker face and denies having the secret compartments. Survival matters more to him, however, so he reveals all if his life is threatened.

### STORY IDEAS

Depending on the nature of the characters, they may either be searching for Sonoma to pick up merchandise or arrest him. He could actually have a book the characters need. In the event of a chance meeting, the team may stumble upon one of the password phrases and find themselves knee-deep in trouble.

Sonoma is double-crossed by one of his main buyers and is at real risk of losing his life. He decides to turn himself in, and the characters are the first people he comes across with connections in the USU. He trades information for sanctuary and a safe place in orbit around one of the major planets to house his bookstore.

### SONOMA MENO

3	1	2	3	3
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

#### SKILLS

zero-g 3, academics 5, computers 4,  
general knowledge 6, mechatronics 4,  
negotiation 4, scavenging 4, psychokinetic control 6

#### GIMMICKS

reduced stamina, clumsy, constitution, toughness (1),  
psychokinesis

FAT	I	INJ
<input type="checkbox"/>	-	<input type="checkbox"/>
<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
<input type="checkbox"/>	-	<input type="checkbox"/>

## A GREEK TRAGEDY

Medium Interstellar Transport

<b>+1</b>	<b>+1</b>	<b>+1</b>	<b>2</b>	<b>2</b>	<input type="checkbox"/>	MEC	I	STR
SPEED	HANDLING	SENSORS	FRAME	SHIELDS	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>
					<input type="checkbox"/>	+1DIFF		<input type="checkbox"/>
					<input type="checkbox"/>	+2DIFF		<input type="checkbox"/>
					<input type="checkbox"/>	+3DIFF		<input type="checkbox"/>
					<input type="checkbox"/>	+4DIFF		<input type="checkbox"/>

## WEAPONS

1 linked pair of laser cannons (forward)

## GIMMICKS

cargo bays (two)  
 hyperspace generator (+1)  
 hidden compartments  
 reinforced systems  
 remote network  
 synthetic matrix (GOMA)  
 bot bay

## UBOT

<b>4</b>	<b>3</b>	<b>0</b>	<b>1</b>	<b>0</b>	FAT	I	INJ
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE	<input type="checkbox"/>	-	<input type="checkbox"/>
					<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	-	<input type="checkbox"/>

## SKILLS

finesse 5, computers 6, mechatronics 6

## GIMMICKS

inexhaustible energy, clumsy, tolerance to pain

## IBOT (2)

<b>3</b>	<b>2</b>	<b>1</b>	<b>3</b>	<b>0</b>	FAT	I	INJ
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE	<input type="checkbox"/>	-	<input type="checkbox"/>
					<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	-	<input type="checkbox"/>

## SKILLS

finesse 4, investigation 3, academics 3,  
general knowledge 4, sciences 4, medicine 6

## GIMMICKS

inexhaustible energy, tolerance to pain,  
programmed imitation, microscanners

## DISGUISED WARBOT

<b>5</b>	<b>5</b>	<b>0</b>	<b>3</b>	<b>0</b>	FAT	I	INJ
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE	<input type="checkbox"/>	-	<input type="checkbox"/>
					<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	-	<input type="checkbox"/>

## SKILLS

brawling 4, firearms 6, zero-g 4

## GIMMICKS

inexhaustible energy, toughness (3),  
microscanners, tolerance to pain



## CHER'SAA ROSS'T

*"You gotta problem working with a bug?"*

*"What's Kt'sor mean? Well actually it's the sound our mandibles make when we're biting into a human leg."*

*"The way I see it, we got many problems, but that could be my eyes."*

### KT'SORII MINING FOREMAN

When Cher'saa and several other male kt'sorii first joined the GT Elemental Mining Corporation as rockrats, they found themselves amongst some of the hardest, most crass humanoids they have ever met. Most of their co-workers' harsh humor was lost to them. Cher'saa was partnered with one of the most obnoxious humans he had ever seen, an ex-criminal by the name of Tomas Ross. For ten years, kt'sorii and human worked side by side, learning from each other. Many times while under fifty million tons of rock on some isolated world, the two talked and revealed their pasts. They slowly became friends and eventually saw each other even closer than siblings.

One night while on a remote planet in the Quiet Frontier, an explosion trapped the two under a thick pile of rubble. Tomas Ross was mortally injured and Cher'saa talked with and comforted his human brother until Ross died from the crushing weight of the rocks. Cher'saa was able to survive, and he was eventually pulled out by the other miners.

Once Cher'saa's injuries were stabilized, he returned to Kt'Sor with Ross' cremated remains and stood before the council, requesting that the ashes be scattered on Kt'Sor. Cher'saa also requested to take Ross' name as though he had been a mate. After much deliberation, the council agreed and Cher'saa became Cher'saa Ross't. After a full recovery, Cher'saa returned to mining, eventually reaching the position of foreman.

### USING CHER'SAA ROSS'T

As a mining foreman, Cher'saa is probably one of the first people the characters meet if they ever go to a mining colony. For all that Cher'saa is kt'sorii, he talks like a human, another mark of his memories of his partner that he displays proudly. He has a sense of humor, uses colorful language accurately, and can tell jokes and spin tales with the best of them. He is usually found in the Quiet or Living Frontier, and cares for the lives of all the moles under his watchful eyes.

### STORY IDEAS

The characters are sent to one of these mining planets because a new element was found that could improve space travel by thirty percent. The local colonists living there do not want the mining to go full-scale, however, and have started sabotaging the operation.

The miners are attacked by the Ruthdii Komar while working in the Living Frontier. They manage to send a distress signal to the USU. Cher'saa uses his influence to keep the miners together and prevent the invaders from destroying them by utilizing his knowledge of the mining tunnels and some well-placed dynamite until help arrives.

### CHER'SAA ROSS'T

4	1	1	2	4
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

#### SKILLS

zero-g 5, demolitions 6, survival 6, composure 4

#### GIMMICKS

compound vision, toughness (1), heightened touch, heightened hearing

FAT	I	INJ
<input type="checkbox"/>	-	<input type="checkbox"/>
<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
<input type="checkbox"/>	-	<input type="checkbox"/>

## “BOB”

“ “

## GILLIE WANDERER/STOWAWAY

After several visits and tours with the USU, the gillies have sufficient knowledge of the rest of the galaxy to petition as a member-planet. In the meantime, the gillies, curious about the rest of the galaxy, have taken it upon themselves to see what it is all about. Bob is one of those gillies who hopped aboard an inspector's ship and got off at the nearest spaceport. He has spent the last several months on this sabbatical hitching rides and just stepping on with the cargo. He typically wears a heavy cloak and can pass for a short adult or older child provided his face and tail are covered. When he does need food or shelter, he casts aside the cloak and performs as an acrobat, using his mental powers to “nudge” people to be sympathetic to his plight.

Bob was named by a group of street urchins while visiting Alpha Centauri. Several of the children had telepathy and it was some of the best times of all his excursions. He helped them obtain food and “talked” to them of many things, learning much about cultures and the less-savory sides of the galaxy. One thing he has come to understand the most in this trek across space is the concept of truly being alone, something he never experienced on Gill.

## USING “BOB”

Bob can pop up anywhere, including right under people's noses on their own ship. Bob cannot talk except through telepathy, and generally does not do so to prevent unnecessary attention drawn to himself. There are times, however, when he uses his telepathy to whisper concepts or suggestions into the people around him to influence a situation.

## STORY IDEAS

Tired of wandering, Bob is ready to go home, but ships traveling to Gill are few and far between. Now he must actually approach a crew and specifically ask for a ride. He can either have gathered enough money for the trip or be broke and have to rely on the goodness of the characters' hearts. The characters may also have to deal with Bob if he sneaks onto their ship.

Illegal manufacturers of psi-trip, a hallucinogenic drug produced from the glands of gillies identify Bob for what he is and decide to take him. Bob is forced to transmit a generic telepathic distress signal which may be detected by one of the characters.

## “BOB”

3	2	3	3	1
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

## SKILLS

brawling 4, acrobatics 5, melee 4,  
survival 4, athletics 6

## GIMMICKS

telepathy, dextrous, sure-footed, weak

FAT	I	INJ
<input type="checkbox"/>	-	<input type="checkbox"/>
<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
<input type="checkbox"/>	-	<input type="checkbox"/>

## THERANDI RE TSAK

*"My people are proud, but we are not stupid."*

## RUTHDII SOLEX EMISSARY

The Ruthdii Solex have come to the realization that as more and more space travelers accidentally find their current home planet, it is only a matter of time before the Ruthdii Komar (related but so different) find them as well. After much deliberation, in-fighting, and blatant attacks, the Ruthdii Solex agreed that new allies would be key to their survival. They timidly opened talks with the USU.

Therandi Re Tsak is one of their most successful emissaries. She is a warrior and distantly related to many of the chieftains among the Ruthdii Solex. She is a leader of technological advances and one of the few who has gone out of her way to learn the languages of the other aliens they currently hold captive. Upon her suggestion, she was recommended as the most qualified candidate.

Since that time she has made several trips to the USU headquarters, firming their relationship and making preliminary deals. The USU are notified prior to her trip and she is very careful not to deviate too much from her pre-confirmed route. Her ship looks so similar to a Ruthdii Komar vessel and she has had to fend off attackers more than once, all without injury to them. She also has had blatant death threats and insults hurled at her from passers-by en route to council meetings. At home, there are some Ruthdii Solex who feel this move on the part of their government will spell the end to their race. It has been a long hard journey, but she has remained steadfast in her dedication to her cause.

## USING THERANDI RE TSAK

Therandi is working very hard to save her people as a foreigner in a hostile environment. She seems humorless, but in less-dire situations is considered quite cheerful and loves to tinker. Some of this may show if she is among friendly faces. The USU treats her delicately because the Ruthdii Solex may be the key to rendering the Ruthdii Komar harmless. An armed guard escorts her once she reaches USU-protected space.

## STORY IDEAS

The Ruthdii Solex and USU have reached the first of many agreements. The USU is willing to grant the Ruthdii Solex trading privileges and the USU's defense upon returning any and all aliens currently living on the Solex worlds (if these

people choose to leave). The characters are requested by the USU to pick up passengers for a safe return to USU headquarters where they will be debriefed.

There is an attack on Therandi's ship and her guards as they approach Earth. Not only do the team have to save her, but they also must discover who initiated the attack—the Ruthdii Komar in a disguised ship or perhaps a faction within the government who places the Ruthdii Komar's past evils on the Ruthdii Solex?

## THERANDI RE TSAK

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FITNESS AWARENESS CREATIVITY REASONING INFLUENCE

## SKILLS

athletics 3, brawling 3, zero-g 4, firearms 5, piloting (spacecraft) 6, negotiation 3, design 5, advanced engineering 6, computers 5, sciences 6, composure 6

## GIMMICKS

heightened touch, heightened hearing, toughness (2), reduced stamina, multilingual, discrimination, elite

## THERANDI RE TSAK'S VESSEL

Escort/Personal Transport

+4	+3	+2	1	3	<input type="checkbox"/>	MEC	I	STR
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## WEAPONS

2 laser batteries (forward)  
2 rocket batteries (1 forward; 1 aft)

## GIMMICKS

hyperspace generator (+2)  
reinforced systems

## BRAXUS “SKINSLITTER” AKA ALLON

*“I’m just an old man who used to butcher meat.”*

*“I hope this isn’t about revenge, kid; the notion is kinda lost on me seeing how I was only doing what I was good at.”*

## CENTAURIAN RETIRED ASSASSIN

Braxus has been known by many names over the years, but “Skinslitter” is one that is still mentioned from time to time, usually when parents are threatening their children. Braxus did not start out his career as an assassin; he was an apprentice butcher going by another name in a large meat market on Alpha Centauri. He felt it was important to kill the animals cleanly and with as little pain as possible. Naturally stealthy, he was able to sneak up on one of the herd animal’s, slice its throat, and remove it with little or no struggle, so as not to disturb the others.

He switched to sentient targets after hearing a commotion in the alley behind the shop and found a group of older men torturing a young man. Silent as death he removed the threat, freeing what he thought was a young boy. Instead he found that this was not an adolescent but an undercover agent who found himself unexpectedly in trouble. The agent told Braxus would be a perfect assassin before heading off in his own direction.

Braxus remained in the butchering industry for another year, but continued to mull over the agent’s words, practicing his newly discovered skills on the livestock. He eventually made the conscious decision to enter the dark world of killing for profit. It was only fitting that his first target was the very agent who predicted Braxus’s future, and the man who someday would be known as Skinslitter thanked the target softly before finishing the job.

Braxus spent forty-seven years in the trade of taking lives throughout the galaxy before meeting a promising, young boy on a distant planet. After two years, he sent that boy out as “Skinslitter” and changed his own name to Allon, returning to Alpha Centauri to live out his days as an old man.

## USING ALLON

Allon is generally a polite, soft-spoken man. If he is approached by anyone asking for Skinslitter, however, Allon goes into full alert. He walks silently and can usually surprise anyone. Braxus/Allon does not leave Alpha Centauri for any reason, in case anyone recognizes him. Despite being just shy of seventy years old, he is still very fit and dangerous. He is never without concealed knives on his person and follows the philosophy that anything within reach can be used as a weapon.

## STORY IDEAS

Considering he only retired three years ago and another Skinslitter took his place, the name can be used fairly often in game play. Any character might have lost a friend or relative to the assassin or know someone who has been affected. Being a legend of sorts, Braxus could be excellent bait for anyone who collects stories of interest, such as a media hound or traditional storyteller.

Allon is positively identified as the legendary killer when he goes to a government office for a mandatory senior citizens’ meeting to determine USU geriatric funding. The characters are sent to make a deal with the Skinslitter—if he comes in and names all the kills he remembers, he will be allowed to live out his days in seclusion. The USU just wants to get rid of their large pile of MIA agents and does not take it personally.

Allon is targeted by his former protégé and manages to escape. He flees Alpha Centauri, paying a large sum of money to the first transport off-planet. This can be either the characters’ ship or the same one they are boarding. His secrets can be revealed en route as the characters talk to him, or he may help the team get out of a bad situation by using his deadly skills.

## ALLON

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FITNESS AWARENESS CREATIVITY REASONING INFLUENCE

## SKILLS

acrobatics 4, brawling 7, finesse 7, firearms 5, melee 6, piloting (spacecraft) 4, investigation 5, tracking 6, astronavigation 3, computers 5, demolitions 4, medicine 6, composure 5

## GIMMICKS

multilingual, sure-footed

## DRAYDEN JADUK

*"Sir, the sensors indicate that there's about to be a problem starboard."*

*"Anyone who chooses to be a pirate deserves no mercy."*

### DIGRONIAN USU MILITARY CORPORAL

Corporal Drayden Jaduk is not the first digronian to serve in a racially mixed military unit, but he is the most decorated. He has earned several awards from skirmishes with the Ruthdii Komar and the various factions of pirates, as well as for wounds he received during the Junao Invasion at Digron a decade ago. He received a Distinguished Medal of Honor when he noted an anomaly while scanning in the Living Frontier aboard his unit's starship, the Faygo (translates to "cauldron" or "melting pot"). He quickly recognized an ambush by pirates and was able to advise the ship's captain, turning a potentially dangerous situation into a total rout.

Jaduk has remained unmarried despite several offers and pleas from his family on Digron. He is career military and could not be happier maintaining order despite the chaos of the universe. When he is not running the sensors of the Faygo, he is often a part of planetary expeditions driving the assault and scout vehicles. His night vision is invaluable in low-light urban and underground expeditions.

### USING DRAYDEN JADUK

Corporal Jaduk may seem simple, but he is far from it. His dedication to the USU and his military unit means that he plays by the book; he cannot be swayed from his loyalties, even for another digronian. It would also take substantial evidence for him to see wrongdoing on the part of the USU, if ever the situation should arise. Despite his best intentions, he holds some subconscious resentment and bias against tarkosians, due to bitter stories his retired military father told about the Tarkosian War. In conversation with another digronian, he is polite and may even make small talk about the home planet, unless he suspects any wrongdoing on the part of the character. A tarkosian receives a cold reception and maximum penalties in the case of illegal activity, although having such bias pointed out to him (especially by a digronian), could sway him to be fair.

### STORY IDEAS

Corporal Jaduk is a universal military character; he can appear anywhere in space or on a planet to help or hinder. If the characters are USU-affiliated, Jaduk may be used when the group is in trouble. If the player characters are on the wrong side of the law, especially if involved in piracy, Jaduk would be their interrogator or jailer. Jaduk can also be used as a go-between for the captain of the Faygo or even a contact with the USU.

A planet suffers a natural or intentional disaster while the characters are on it. The Faygo is the nearest cruiser and Jaduk heads the military unit sent down to help clean up or investigate what happened.

He can be incorporated into most of the other plot hooks of the other non-player characters, as either the person whom the player characters contact to begin the adventure or as someone they contact within the USU to finish an adventure.

### DRAYDEN JADUK

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FITNESS AWARENESS CREATIVITY REASONING INFLUENCE

#### SKILLS

brawling 7, firearms 6, melee 5, tracking 7, piloting (ground) 4, interrogation 4, investigation 5, computers 3, scanning 6, composure 5

#### GIMMICKS

musclebound, night vision, claws, cultural, military rank, logic

### USU FAYGO

Military Carrier

-4	-4	+4	5	4	<input type="checkbox"/>	MEC	I	STR
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SPEED HANDLING SENSORS FRAME SHIELDS

#### WEAPONS

10 particle cannon turrets  
3 hunter-killer missile launchers  
(1 forward, 1 aft, 1 turret; 15 missiles each)  
5 rocket battery turrets  
gravitic mines  
1 ion cannon

#### GIMMICKS

hyperspace generator (+2), cargo bay, shuttle bay (1 shuttle), fighter bay (10 T-50 fighters), remote network, reinforced systems, troops bay, point defenses, bot bay

## FIN

*"If you would please hold off your skirmish for just a few moments, I would greatly appreciate it."*

*"No, I am not a health inspector."*

## X-AN SENIOR SCIENTIST

FIN appears to be an attractive, young bald woman with a soft voice and normal-looking green eyes. "She" mainly works at the EBR Chemicals home offices on Earth, although she frequently travels to other USU member planets to visit individual EBR-affiliated factories and warehouses. She is also the scientist sent to various agricultural locations where the individual ingredients are raised and first processed to ensure quality assurance and control.

FIN is a hard-working individual who takes her job very seriously. She has no time for political agendas or disputes and she has been known to walk across a battlefield to get the information she needs. She has been fitted with a remote jack to directly link into machinery or computers and read or upload the data into her ship.

## USING FIN

FIN is a typical X-an, lacking the understanding of emotion and humor. Sarcasm is lost on her, as are displays of anger or fear. She can recognize inhumane conditions for what they are and dutifully reports any instances where workers or animals are being mistreated. Her specialty is pharmaceuticals, although EBR also works with fuels, inorganic polymers, and textiles. FIN has only been working for EBR for four years, but she is one of the most efficient scientists in their employ.

## STORY IDEAS

FIN is sighted in a battle, but is merely passing through to maintain here schedule, whether in her ship or on the ground. She is on a schedule and intends to keep to it. When hailed, she states her name and position in the company and explains that she cannot stop, but politely thanks the characters you for their concern.

One of the products made by EBR is under investigation and the characters (if in a position to do so) are asked to look into it. FIN is sent by EBR, despite her busy schedule, to answer the characters' questions and upload files of her last inspection, providing the team with much-needed information.

FIN is attacked by pirates and left in her damaged ship once they learn she has nothing of value. She has enough power for

a distress signal, although the rest of her communications are down. They found her at a level of stress previously unseen in X-ans, since she has had nothing to do for several hours. FIN immediately requests the use of their communications so she can call EBR and determine what she should do next. Through FIN, EBR offers several cases of medicine to the characters if they take her to the nearest planet (which was her destination anyway). A new ship is en route for her and it may be best if they stay with FIN until it arrives.

## FIN

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FITNESS AWARENESS CREATIVITY REASONING INFLUENCE

## SKILLS

piloting (spacecraft) 6, zero-g 6, computers 4, investigation 7, astronavigation 5, sciences 6, medicine 5, biomechanics 6, mechatronics 4

## GIMMICKS

toughness (3), logic, tolerance to pain, inexhaustible energy, electrical vulnerability, clumsy, remote access

## FIN'S SHIP

Small Interstellar Personal Spacecraft

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SPEED HANDLING SENSORS FRAME SHIELDS

## WEAPONS

1 linked pair of laser cannons (forward)

## GIMMICKS

hyperspace generator (+2)  
remote network

## DOSAK MYRIEN SULTRI

*"We can't give up hope."*

*"If our hubris caused all this to happen, surely our humility can salvage what we have left."*

## TARKOSIAN BIOTECHNICIAN/SURGEON

Dosak ("Doctor") Sultri is an older tarkosian whose days are filled with operating on newborns and grafting fingers on children. He is a first-generation success of the nano-symbiant technology, donating himself as a test subject just after the war while still learning biotechnology. Like the other tarkosian biotechnicians, he had such high hopes that this would save their society.

The long-term results of the experiment have left him a sad man. With regret, he has opened the doors of his office to all children who suffer defects from the nano-symbiant experiment. He is also on the planetary committee for finding a way to prevent further defects and leads the fight to reverse the damages caused by their meddling. He has lost much of his income, as well as his free time and sleep, but believes it is for the greater good.

## USING DOSAK MYRIEN SULTRI

Myrien Sultri is a bitter, disheveled man who rarely leaves his office, let alone Tarkos. He is a leading surgeon in repairing the defects caused by the nano-symbiants. It is very likely that he operated on any tarkosian player characters present or they, at least, know his name. He is available for questioning between scheduled surgeries and always seems relieved by the opportunity to step out of the operating room.

## STORY IDEAS

Dosak Sultri has records of every patient that has ever come through his office; he is an ideal source of information if the characters are looking for a specific tarkosian.

Dosak Sultri is fighting with his government to instate a temporary but mandatory birth control law until the scientists find a cure. Both the government and the population at large are unhappy with this new development as it unfolds. The characters could be sent to help prevent riots, or find themselves caught in the middle if they go to Tarkos. While Sultri does not often leave Tarkos, it may be required for him to seek the USU Appeals Court to override the government's decisions, leaving him in the mercy of space.

A promising new technique may significantly reduce the newer generation's dependence on nano-symbiants, but the various tarkosian gangs rebel against the concept to keep their cultural differences. Whether the gamemaster decides the new technique works or not, several of the gangs unite to destroy Sultri's offices. This would also be a good way to include "Pho."

## DOSAK MYRIEN SULTRI

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## SKILLS

finesse 8, crafts 5, academics 6, sciences 6,  
biomechanics 8, computers 5, medicine 8

## GIMMICKS

constitution, sure-footed, musclebound,  
electrical vulnerability, discrimination

## SALVON "CAPTAIN SAL" FENTON

*"We have to stick together; this is the only family we got."*

*(When talking to older women) "Um...."*

## HUMAN PIRATE

Captain Sal could be the youngest pirate captain ever. Salvon Fenton's parents had signed on with a collective to find a new planet to inhabit. He spent most of his youth sitting in the cockpit, learning how to fly the ship. During a refueling stop, a fire broke out, killing most of the colonists still on board the ship, including Salvons' mother and father. The fourteen-year-old was lost in the system and ended up in the hands of an unsavory "orphanage." He and thirty other young orphans were transported to a backwater planet as cheap labor for an illegal drug operation. While en route, the children staged a mutiny and took over the ship.

Renaming the ship Home, the children turned the ship over to Salvon since he had the most experience in handling spacecraft. They were smart enough to force one of their former jailers to speak a variety of phrases into the ship's recorder before throwing him out of the airlock, so they can bypass most planetary security without raising suspicions. They decided to be pirates, but started as mere beggars and opportunists, scrambling for food and picking pockets while at spaceports and on planets. They also use their young age to waylay ships, with the youngest children desperately hailing ships and then pirating the unsuspecting heroes. Captain Sal feels that the group is ready for some real pirating.

Captain Sal's "crew" is an eclectic mix of children, ranging from a seventeen-year-old male migado to a seven-year old female centaurian. Only X-ans and kt'sorii are absent, as both races keep their youth isolated on their home planets (while X-ans don't physically age, their mental functions do). The crew has more boys than girls, and the girls are no older than ten or eleven years of age. Older female orphans and prettier boys were sold into prostitution before the trip.

## USING SALVON FENTON

Captain Sal is now sixteen years of age. He is a mature-acting, stern adolescent all too familiar with the fact that if they are caught, they will all be re-enslaved or killed. He does not fear death or bloodletting, but lately his hormones have kicked into overdrive—he has been caught daydreaming and he becomes tongue-tied when talking to female sellers while picking up supplies.

His crew depends on his piloting skills and leadership qualities, but are still at an age where they complain openly about his "changing."

## STORY IDEAS

The player characters receive a distress call while in space. A little girl is crying and screaming for someone to help her, punctuated with sobs about her mommy and daddy. If the characters fall for it even partly, it should be fairly easy for about thirty children to overwhelm the party. If there is a female character (especially an attractive female), Captain Sal does not rob them of everything, much to the grumbles of his crew.

The characters come across the Home while it is playing this ruse on another ship's crew. If they hail the two ships, the children fall on their backup plan. They have the same little girl come on-line, except that she cries that the Home is being robbed by the people of the other ship and her parents have been kidnapped. Captain Sal lets the victims' spacecraft leave so it looks like it is trying to escape. When the characters' ship pursues the fleeing vehicle, Home makes its escape.

## SALVON FENTON

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FITNESS AWARENESS CREATIVITY REASONING INFLUENCE

## SKILLS

brawling 4, piloting (spacecraft) 5, zero-g 4, disguise 3, scavenging 4, astronavigation 5, scanning 4

## GIMMICKS

none

## HOME

Subsystem Transport

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SPEED HANDLING SENSORS FRAME SHIELDS

## WEAPONS

2 rocket battery turrets

## GIMMICKS

shuttle bay (empty; shuttle long since jettisoned)  
passenger quarters



## LUMALI LUDAN (“BIG LULU”)

“Oh, don’t worry about them; they’ll be better without you. Aren’t you just glad you’re out of debt?”

“Evil? Evil is simply a perspective that all depends on what side of the gun you’re on.”

## MIGADO KINGPIN/CRIME BOSS

Big Lulu is a successful up-and-coming crime boss that has recently began operation in and around the central planets. Big Lulu is even larger than most migado and her skills at telekinesis are rudimentary, therefore she has two human servants always by her side. She resides continuously in a large luxury-liner armed to the teeth and surrounded by a small squadron of fighters. Large portions of her business are legitimate and vital to the USU’s income, so authorities tend to look the other way on a lot of Lulu’s endeavors.

Big Lulu is a vicious criminal with a female’s sensibilities. She does not often kill people over debts—she would rather collect the money by selling the offender’s family into the slavery, all with legitimate convict-conscription paperwork. She is involved not only with the slave trade, but with legal and illegal gambling, four-star restaurants, Kt’sorii “big game” hunts, and high-stakes galactic racing. She backs funding for new drugs, so much so that both the Tarkosian government and the Centaurian Xenobiological Regulation and Immigration Service are indebted to her. She is rarely seen by more common folk, but her name is quickly gaining prominence as both an “exemplary citizen” and dangerous kingpin.

## USING LUMALI LUDAN

Lulu operates mostly through delegates, but is seen from time to time at congratulatory dinners or at the races. She has a wonderful speaking voice that carries well in a crowded room and images of her always show a refined, calm, albeit large migado, even when struggling to breathe on high-gravity planets.

## STORY IDEAS

Big Lulu can take center stage as an antagonist for the characters throughout an entire campaign. She leaves her victims alive, therefore setting the stage for tales of revenge. She is well-respected by many USU-related factions, therefore hard to bring down unless she makes a mistake. She is identifiable through her public appearances, but rarely seen otherwise.

The characters inadvertently find themselves in the employ of Big Lulu through one of her underlings. They may borrow money for a new ship, or hook in with her colleagues through a smuggling operation. They are sent on missions through her operation to help pay back their debt.

The characters are sent by a group within the USU who want Big Lulu brought down in such a way as to have her lose respect among the elite connections she has made. Their plan must be sound and will probably take time.

## LUMALI LUDAN

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FITNESS AWARENESS CREATIVITY REASONING INFLUENCE

## SKILLS

gambling 7, interrogation 4, investigation 5, academics 4, commodities 5, sciences 3, negotiation 5, street cred 7, composure 5

## GIMMICKS

reduced stamina, clumsy, constitution, toughness (1), psychokinesis, criminal, elite

## BIG LULU’S LUXURY LINER

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SPEED HANDLING SENSORS FRAME SHIELDS

## WEAPONS

2 laser cannon turrets (linked pairs)  
2 rocket battery turrets (1 forward, 1 aft)

## GIMMICKS

cargo bay  
hyperspace generator (+2)  
shuttle bay

## DRUFFA ORDD

*"Well, as Logan always said, 'Enjoy what you have.'"*

*"Yes, I'm from a small isolated planet out beyond the Expanse."*

### DIGRONIAN RUNAWAY WIDOW

Druffa Ordd was a lucky digronian female. When she came of age to marry, two suitors propositioned her family—one a vicious but successful scientist named Garan, who explored uninhabited worlds and the other called Logan, a steadfast, kind captain of the guard. She was allowed to choose and married the kind and loving military captain, Logan Ordd, at an early age. He thought the world of her.

Throughout the years they remained married, she found herself more like a partner and friend to her husband than a wife. He taught her unarmed combat techniques and tactics, so they could wrestle and play strategic games against each other in the privacy of their modest home. He made her his equal in many things and they lived a wonderful life together, producing broods of children.

The happiness did not last, however, as Logan was attacked by a wasting disease. Both feared what would happen after he died—the angry Garan whom she had spurned was already sniffing around to make her a third wife. He already hinted to her that life with him would be cruel. Soon bedridden, Logan Ordd helped her make plans to escape, explaining how to liquidate his assets secretly. He also arranged for a military buddy to help her leave the planet. Their children were grown and already married, so there was no reason for her to stay on Digron.

With his dying breath, he told her how happy she had made him and that she should enjoy her freedom, because someday she would be his again. She felt no regrets as she stepped out into the night, the home she had kept for so many years blazing merrily away behind her. It was generally assumed by most that she had burned away with the corpse of her husband, although close friends of Druffa and Logan knew their companionship and suspected the truth. Now she travels throughout the galaxy in relative comfort, thanks to her husband's generosity.

### USING DRUFFA ORDD

At nearly two meters tall, it is hard to be sneaky, so she displays herself as a rare being from a distant world amidst the USU-affiliated population, using makeup and hair dyes to make herself look more alien and less digronian. Although weaker than male digronians, she was trained at simple disarming and incapacitating techniques by her husband, and she wears bulky padding so few would dare tangle with her. She is wary of other digronians, but friendly with the military. She is very happy-go-lucky and holds no fears of death; she only fears and hates slavery.

### STORY IDEAS

Druffa Ordd catches word that Garan learned of her deception and is now coming for her. Accusing her of being a traitor to her own kind and breaking Digron's most ancient laws, most of her assets are frozen until Garan can find her and take her back to Digron as an obedient wife. She needs to get away from wherever she is and leave no trail for Garan to follow. So long as a digronian character is not in view, she approaches the characters and explains her situation.

Druffa is bored and low on funds, so she has decided to find new work. Whatever the characters are currently doing, she finds exciting and wants to know more about it. Or, she falls under the employ of any of the other non-player characters provided here, and the player characters have to work with her in any of the various situations. She can also be used as a sacrifice, since she is unafraid of death and looking forward to seeing her husband once again.

### DRUFFA ORDD

<b>3</b>	<b>3</b>	<b>2</b>	<b>3</b>	<b>1</b>
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

#### SKILLS

brawling 6, disguise 4, general knowledge 5

#### GIMMICKS

musclebound, night vision, claws, discrimination

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