

	<b>Name</b>	Alex Ozaki
	<b>Species</b>	Aquaform (Squid)
	<b>Background</b>	Native
	<b>Archetype</b>	Wilderness Guide

Attributes				Skills	
Agility	d8	Strength	d6	Boating (Sailing)	d6
Smarts	d8	Vigor	d6	Fighting (Armed)	d6
Spirit	d6			Notice	d8
<b>Derived Statistics</b>				Shooting (Primitive)	d6
<i>Stat</i>	<i>Base</i>	<i>Mod</i>	<i>AV</i>	Shooting (Small Arms)	d6
Charisma	0	-2 to colonials		Survival	d8
Pace	6			Swimming (Pace 6)	d8
Parry	5			Tracking	d8
Toughness	5	2/4 vs bullets			
<b>Armor</b>					
Head	5	Wt Threshold	30		
Torso	7/9	Total Wt	21		
Arms	5	Encumbrance			
Legs	5	Penalty			
<b>Wounds</b>	-1	-2	-3	Incapacitated	
<b>Fatigue</b>	-1	-2		Incapacitated	

Weapon	Range	ROF	Damage	Shots	Wt	Notes
Speargun	3/6/12	1	2d6	1	2	1 action to reload, 6 spears
Diamond knife	-	-	Str+d4+1	-	1	AP 2
Light rifle	24/48/96	1	2d8	30	4	AP 2, Semi-auto

<b>Hindrances</b>	<b>Major</b>	Curious – You just have to know, no matter what it is.
	<b>Minor</b>	Outsider – Colonials don't always understand or trust you, -2 Cha when dealing with them.
	<b>Minor</b>	Big Mouth – You love to talk and have a very hard time not blurting out things you shouldn't.

<b>Edges</b>	Squid (Gills, Dive up to 500m down), Survivalist (+2 to Stealth, Survival, Tracking rolls)

<b>Gear</b>	Light vest, diamond knife, speargun, light rifle, survival pack (various items to aid survival including first aid kit), watch-style bodycomp, canteen, ration bars

## **The World of Blue Planet**

Blue Planet takes place on the planet Poseidon in the Lambda Serpentis system, about 200 years in the future. It's a hard sci-fi setting that envisions a world based on projected developments in real world technology. Genetic advancements have awakened cetaceans to sentience, created animal/human hybrids, and created a new transhuman elite.

Poseidon was found at the other end of a wormhole discovered at the edge of our solar system. A scientific expedition went to explore and colonize the water world, however shortly thereafter on Earth, the Blight struck. The Blight was caused when a genetically engineered virus mutated, attacked grain and other food plants, and caused a worldwide famine. The recently established UN branch, the General Ecological Organization (GEO) became a world government of sorts as many of the UN members ceased to exist during the long dark age caused by the Blight.

Abandoned, the explorers slowly went native as their technology crumbled and their focus turned to survival. When re-contact was eventually made, after the Blight was eradicated, a culture clash developed between the natives and the new colonists. The natives choose to keep to their life-style, while colonists came, eager to escape the dreary and decaying Earth. A trickle became a flood when Xenoscilite, or Long John, was discovered. This ore made genetic redesign simpler and cheaper, and made immortality a real possibility for those who could afford it. Now the planet is in the throes of rapid expansion caused by the 'gold rush' of Long John, with all the opportunities and dangers that come with it.

The GEO is nominally in charge of Poseidon. Various Incorporates, which rule their nationalized city-states on Earth, also vie for control of Poseidon. Some natives have formed terrorist groups to resist the land hungry expansion. One example is the Sierra Nueva insurrection, a group of islands in open revolt against all non-natives. With a comparative land mass of 3% versus 30% on Earth, these conflicts will determine the planet's fate.

### **Alex Ozaki**

You took to wandering at an early age, starting with camping away from your village and moving up to sailing to different places by yourself, all by the age of 15. On a planet that has hundreds of ways to kill the unwary, this was no small accomplishment. It was no surprise to anyone in your village when you became a wilderness guide. You are paid well to lead colonials to different areas around Poseidon, but you earn that pay by keeping your clients alive, which is not always easy. Most colonials would get themselves killed in the first few hours in the wild since none of them seem to be able to see the warning signs you instinctively watch for. Despite keeping them alive, your clients tend to treat you as a servant or object rather than the skilled professional you are. It makes you angry sometimes, but the money has been good enough to ignore it, so far.

Just a few days ago you were called by the GEO to help lead a team of "rescue specialists" across an island in the Dolphin Reef area. Although you're no fan of the GEO, the pay was right and the job was to be only a few days. You're already sick of Pasela, the GEO grunt they put in charge. Pasela seems to know the best for everyone, even when it's the worst. The rest of the team isn't much better. A half-lame Cat with an itchy trigger finger, a smuggler only doing the job to avoid jail, a native patrolman, and a jumpy medic. You have a bad feeling about this job.