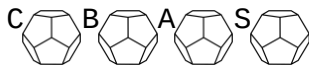
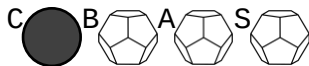


Skills

Fighting



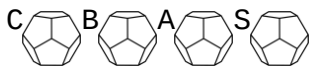
Shooting



Agility



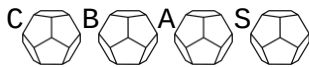
Stealth



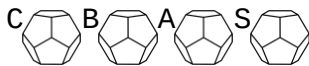
Persuade



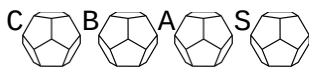
Hacking



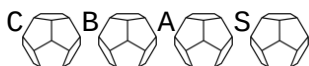
Medicine



Technology



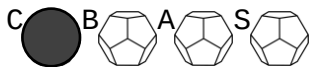
Pilot



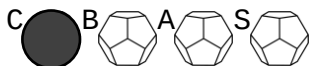
Engines



Weapons



Shields



Name & Description



Artyom

Human

Soldier

Artyom and his brother Theo were orphaned when Mantis raiders slew their parents. While Theo became a local musician in the rural sector of their foster home, Artyom joined the Federation military to see the galaxy. After 6 years as an infantryman, he is a proficient marksman and adept at weapon maintenance. Now that Artyom's military service is concluded, he is looking to transition to civilian life in an affordable sector. His blaster and shield generator are in the Cargo Bay.

Attributes

Pow: 4 (damage, health)

Spd: 4 (range, move)

End: 5 (recover, health)

Int: 4 (reason, focus)

Wit: 4 (notice, segue)

Foc: 4 (recover, focus)

Status

Health 20

Limit of (Fatigue + Damage)

Morale 16

Limit of (Stress + Trauma)

Equipment (4)

Skills

Fighting



Shooting



Agility



Stealth



Persuade



Hacking



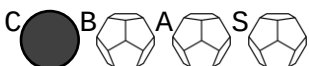
Medicine



Technology



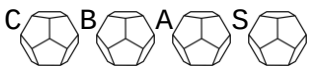
Pilot



Engines



Weapons



Shields



Name & Description



Bovee

Human

Smuggler

Bovee was raised by her father, a small-time con man. As she grew up, she assisted her father in his illicit work. Ever short on credits, they fell prey to a slug loan shark named Xemu and were coerced into taking on the risky work of smuggling spice into the city. On one run, the authorities caught wind of them and arrested her father. After that, Bovee's debts spiraled out of control and she was confronted by Xemu. After a heated exchange, Xemu was dead and Bovee was on the run. She has a hacking stick in the Cargo Bay.

Status

Health 16

Limit of (Fatigue + Damage)

Morale 16

Limit of (Stress + Trauma)

Equipment (4)

Attributes

Pow: 4 (damage, health)

Spd: 5 (range, move)

End: 4 (recover, health)

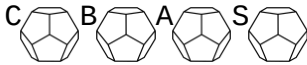
Int: 4 (reason, focus)

Wit: 4 (notice, segue)

Foc: 4 (recover, focus)

Skills

Fighting



Shooting



Agility



Stealth



Persuade



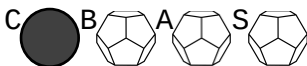
Hacking



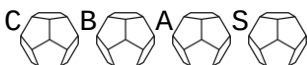
Medicine



Technology



Pilot



Engines



Weapons



Shields



Name & Description



Cubbin
Zoltan
Sage

Cubbin was sparked into a free-spirited commune which had a formative impact in their youth. An autodidact, they spent significant time at the local data pool. Eventually they enrolled in University to study philosophy. There they befriended a Lanius exchange student named Corro who taught Cubbin about Lanius culture. Though they parted ways when Cubbin pursued their PhD, they stayed in touch. Now that Cubbin is on sabbatical, they decided to pay their old friend a visit. They have tools in the Cargo Bay.

Attributes

Pow: 4 (damage, health)
Spd: 4 (range, move)
End: 3 (recover, health)
Int: 4 (reason, focus)
Wit: 4 (notice, segue)
Foc: 6 (recover, focus)

Status

Health 12

Limit of (Fatigue + Damage)

Morale 24

Limit of (Stress + Trauma)

Racial Abilities

Zap (Shooting, Stress)
Range = 4, Damage = 4

Recharge: Accrue Strain to power a device.

Equipment (4)

Skills

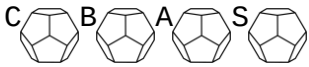
Fighting



Shooting



Agility



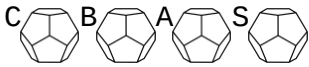
Stealth



Persuade



Hacking



Medicine



Technology



Pilot



Engines



Weapons



Shields



Name & Description



Darren
Zoltan
Medic

Darren was raised in a Zoltan monastery from a young age. His independent thought was frowned upon by the elders, but they appreciated his community outreach. Therefore, Church leadership supported his foray into the medical field to help the local populace. Because Darren treated any who were injured, he helped some gang members making enemies of a rival gang. This led to him getting into fights, a bad look for the Church. Consequently, Darren is being transferred to a monastery in a new sector. He has a personal shield generator in the Cargo Bay.

Attributes

Pow: 4 (damage, health)

Spd: 4 (range, move)

End: 3 (recover, health)

Int: 5 (reason, focus)

Wit: 4 (notice, segue)

Foc: 5 (recover, focus)

Status

Health 12

Limit of (Fatigue + Damage)

Morale 25

Limit of (Stress + Trauma)

Racial Abilities

Zap (Shooting, Stress)

Range = 4, Damage = 5

Recharge: Accrue Strain to power a device.

Equipment (4)

Skills

Fighting



Shooting



Agility



Stealth



Persuade



Hacking



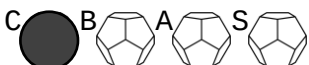
Medicine



Technology



Pilot



Engines



Weapons



Shields



Name & Description



Emond

Engi

Hacker

Emond's source code gave them a penchant for risky behavior atypical of Engi. For the past 7 years, Emond kept of the pretense of being middle management in a sector-wide corporation while spending their free time cracking into banking systems. Eventually, Emond decided to activate the programs and exploits in the system, setting all accounts to the median account value, creating chaos. When Emond noticed law enforcement closing it, they computed a move was in order. Emond has a hacking stick and tools in the Cargo Bay.

Attributes

Pow: 3 (damage, health)

Spd: 4 (range, move)

End: 5 (recover, health)

Int: 5 (reason, focus)

Wit: 4 (notice, segue)

Foc: 4 (recover, focus)

Status

Health 15

Limit of (Fatigue + Damage)

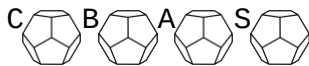
Morale 20

Limit of (Stress + Trauma)

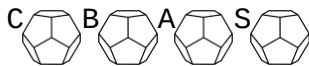
Equipment (3)

Skills

Fighting



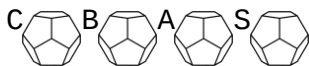
Shooting



Agility



Stealth



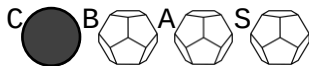
Persuade



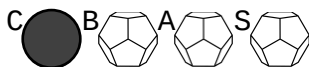
Hacking



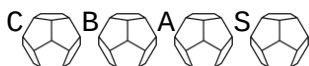
Medicine



Technology



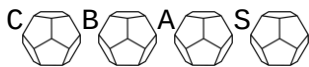
Pilot



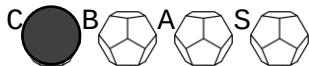
Engines



Weapons



Shields



Name & Description



Fish

Engi

Mechanic

Fish's memory banks were blank when they were rebooted by the fishermen who found them in their net. Thankful for being refurbished at the fishermen's expense, Fish installed a skill set for servicing the sea vessels and treating injuries of the workers. As the environment changed over the decades, the fishermen moved away, and Fish followed the suggestion of one to relocated to the Rikeq system. Fish has a 1st Aid Kit in the Cargo Bay.

Attributes

Pow: 3 (damage, health)

Spd: 4 (range, move)

End: 5 (recover, health)

Int: 5 (reason, focus)

Wit: 4 (notice, segue)

Foc: 4 (recover, focus)

Status

Health 15

Limit of (Fatigue + Damage)

Morale 20

Limit of (Stress + Trauma)

Equipment (3)

Skills

Fighting



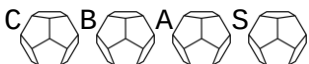
Shooting



Agility



Stealth



Persuade



Hacking



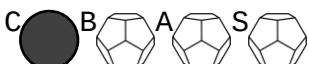
Medicine



Technology



Pilot



Engines



Weapons



Shields



Name & Description



GM Faux
Slug
Pilot

GM Faux learned to fly spacecraft from their parent who went missing on a trade run through a dangerous sector. They suspect pirates were the cause of their parent's disappearance and practiced with an unregistered blaster and purchased a ticket into that sector in the hope of finding their missing parent. GM Faux's blaster is locked in the Cargo Bay.

Attributes

Pow: 4 (damage, health)

Spd: 3 (range, move)

End: 4 (recover, health)

Int: 4 (reason, focus)

Wit: 6 (notice, segue)

Foc: 4 (recover, focus)

Status

Health 16

Limit of (Fatigue + Damage)

Morale 16

Limit of (Stress + Trauma)

Racial Abilities

Psi Blast (Persuade, Stress)
Range = 6, Trauma = 4

Clairvoyance: take 1 Strain to sense out to a range of 6 spaces unimpeded by obstacles or darkness

Equipment (4)

Skills

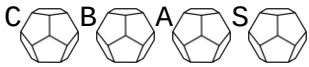
Fighting



Shooting



Agility



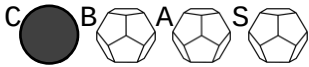
Stealth



Persuade



Hacking



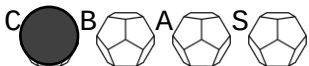
Medicine



Technology



Pilot



Engines



Weapons



Shields



Name & Description



Hymel
Slug
Debater

Hymel is a writer and professional debater who advocates the dissolution of the federation. Their distaste stems from being conscripted in their youth and being forced to transport soldiers through a nebula to break a strike on a mining colony. Hymel is traveling to the Rikeq system to try convincing the populace to secede. He has a hacking stick in the Cargo Bay.

Attributes

Pow: 4 (damage, health)
Spd: 3 (range, move)
End: 4 (recover, health)
Int: 4 (reason, focus)
Wit: 6 (notice, segue)
Foc: 4 (recover, focus)

Status

Health 16

Limit of (Fatigue + Damage)

Morale 16

Limit of (Stress + Trauma)

Racial Abilities

Psi Blast (Persuade, Stress)
Range = 6, Trauma = 4

Clairvoyance: take 1 Strain to sense out to a range of 6 spaces unimpeded by obstacles or darkness

Equipment (4)

