

## Name & Description



Artyom  
Human  
Pirate

Artyom was orphaned in the early years of the rebellion when Mantis raiders slew their parents. Seeking vengeance against the Mantis and the Rebels, Artyom signed on with a pirate captain, Barnaby Jones. Following the capture of a small Rebel ship, Artyom was appointed its captain and sent to harass Rebel supply lines in a nearby system. Without senior pirate guidance, Artyom was lured into a trap, captured by Rebel forces, and sent to the penal colony on Duergon III.

## Special Notes

Adaptive:

Humans learn skills 50% faster than other species.

## Skills

Combat	0	1	2	3
Shoot	0	1	2	3
Athletics	0	1	2	3
Perception	0	1	2	3
Stealth	0	1	2	3
	0	1	2	3
Pilot	0	1	2	3
Mechanic	0	1	2	3
	0	1	2	3
	0	1	2	3
	0	1	2	3
	0	1	2	3

## Attributes

Pow: 4 (damage, health)  
Spd: 5 (range, move)  
End: 4 (recover, health)  
Aur: 4 (reason, morale)  
Wit: 4 (notice, segue)  
Foc: 4 (recover, morale)

## Status

Health 16

## Name & Description



**Bovee**  
**Human**  
**Smuggler**

Bovee's father was a small-time con man. Growing up, Bovee assisted him 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. Over time, their success led to a significant bounty on their heads. Upon arrival to a meeting with Xemu, Rebel authorities captured them. After a sham trial, Bovee was sent to the penal colony on Duergon III.

## Special Notes

Adaptive:

Humans learn skills 50% faster than other species.

## Skills

Combat 0 ● 1 2 3

Shoot 0 ● 1 2 3

Athletics 0 ● 1 2 3

Perception 0 1 2 3

Stealth 0 ● 1 2 3

0 1 2 3

Pilot 0 ● 1 2 3

Hacking 0 ● 1 2 3

0 1 2 3

0 1 2 3

0 1 2 3

0 1 2 3

## Attributes

**Pow:** 4 (damage, health)

**Spd:** 5 (range, move)

**End:** 4 (recover, health)

**Aur:** 4 (reason, morale)

**Wit:** 4 (notice, segue)

**Foc:** 4 (recover, morale)

## Status

**Health 16**

## Name & Description



Cubbin  
Zoltan  
Scientist

Cubbin was sparked into a free-spirited commune which had a formative impact in their youth. Fascinated by other species, they decided to study astrobiology at a multicultural Federal university. After the Rebels conquered the sector, non-human residents were sent to labor camps to help with the war effort. Bovee was sent to the penal colony on Duergon III.

## Special Notes

Energize (1 Exhaustion):  
Fully recharge a device.

Zap (1 Fatigue):  
Range = WIT spaces away

- AUR damage
- AUR damage

Explode (on death):  
Radius = WIT spaces

- AUR damage
- AUR damage

## Skills

Combat 0 1 2 3

Shoot 0 1 2 3

Athletics 0 1 2 3

Perception 0 1 2 3

Stealth 0 1 2 3

0 1 2 3

Astrobiology 0 1 2 3

Comms 0 1 2 3

Psionics 0 1 2 3

0 1 2 3

0 1 2 3

0 1 2 3

## Attributes

Pow: 3 (damage, health)

Spd: 4 (range, move)

End: 4 (recover, health)

Aur: 5 (reason, morale)

Wit: 4 (notice, segue)

Foc: 4 (recover, morale)

## Status

Health 12

## Name & Description



Darren  
Zoltan  
Medic

Darren was raised in a Zoltan monastery from a young age. Though he was skeptical of the prevailing philosophy, the elders appreciated Darren's eagerness to treat the illnesses and injuries of community members. When a Federation ship crashed on-world, Darren quickly rushed to help. For this action, Rebel forces sent him to the penal colony on Duergon III.

## Special Notes

Energize (1 Exhaustion):  
Fully recharge a device.

Zap (1 Fatigue):  
Range = WIT spaces away

- AUR damage
- AUR damage

Explode (on death):  
Radius = WIT spaces

- AUR damage
- AUR damage

## Skills

Combat	0	1	2	3
Shoot	0	1	2	3
Athletics	0	1	2	3
Perception	0	1	2	3
Stealth	0	1	2	3
	0	1	2	3
Medicine	0	1	2	3
Psionics	0	1	2	3
	0	1	2	3
	0	1	2	3
	0	1	2	3
	0	1	2	3

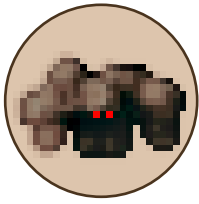
## Attributes

**Pow:** 3 (damage, health)  
**Spd:** 4 (range, move)  
**End:** 4 (recover, health)  
**Aur:** 4 (reason, morale)  
**Wit:** 4 (notice, segue)  
**Foc:** 5 (recover, morale)

## Status

Health 12

## Name & Description



### Emond Rock-person Cleric

Emond is a cleric from Rock space. Growing up, Emond became distinguished as a speaker of the holy words. Ordained by the Rock Pope, Emond traveled the federation spreading the Rock religion throughout the Federation to Rock and non-rock alike. When the Rebellion broke out, Emond resolved to teach the rebels the error of their ways. Upon arrival, Emond was compelled to work as a miner on Duergon III.

## Special Notes

Heavy: Rock-people take double fatigue when running

Rock Constitution: Rock-people are immune to lesser poisons and diseases

Rock Physiology: Rocky limbs are effective weapons

## Skills

Combat 0 1 2 3

Shoot 0 1 2 3

Athletics 0 1 2 3

Perception 0 1 2 3

Stealth 0 1 2 3

0 1 2 3

Explosives 0 1 2 3

Holy Words 0 1 2 3

0 1 2 3

0 1 2 3

0 1 2 3

0 1 2 3

## Attributes

Pow: 5 (damage, health)

Spd: 3 (range, move)

End: 6 (recover, health)

Aur: 5 (reason, morale)

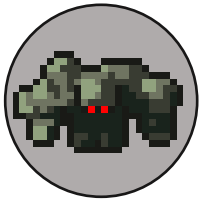
Wit: 3 (notice, segue)

Foc: 4 (recover, morale)

## Status

Health 30

## Name & Description



### Fish Rock-person Brawler

Fish was born into slavery outside of Federation space. Over the years, Fish grew into a strong, capable laborer. During a particularly brutal punishment of a friend, Fish started a revolt against the slavers. Upon escaping, Fish leveraged their strength to become a well-known local prize fighter. Armed Rebel forces seeking laborers had some difficulty subduing Fish, but still sent them to Duergon III.

## Special Notes

Heavy: Rock-people take double fatigue when running

Rock Constitution: Rock-people are immune to lesser poisons and diseases

Rock Physiology: Rocky limbs are effective weapons

## Skills

Combat	0	1	2	3
Shoot	0	1	2	3
Athletics	0	1	2	3
Perception	0	1	2	3
Stealth	0	1	2	3
	0	1	2	3
Mechanic	0	1	2	3
	0	1	2	3
	0	1	2	3
	0	1	2	3
	0	1	2	3

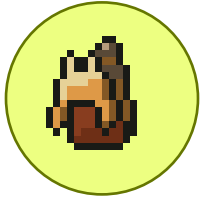
## Attributes

**Pow:** 6 (damage, health)  
**Spd:** 3 (range, move)  
**End:** 5 (recover, health)  
**Aur:** 5 (reason, morale)  
**Wit:** 3 (notice, segue)  
**Foc:** 4 (recover, morale)

## Status

Health 30

## Name & Description



GM Faux  
Slug  
P.O.W.

GM Faux was spawned to a military family. Upon reaching adulthood, they too enlisted in the Federal Fleet. A veteran of many space battles against the Rebels, GM Faux was captured when their ship was boarded. They were sent to Duergon III to labor in the mines.

## Special Notes

Telepathy (free):  
Slugs can communicate telepathically with intelligent organisms.

Clairvoyance (1 Exhaustion):  
Slugs can perceive distant locations.

Mental Assault (1 Fatigue):  
Range = WIT spaces away

- AUR Fatigue
- AUR Fatigue

Slugs cannot jump.

## Skills

Combat	0	1	2	3
Shoot	0	1	2	3
Athletics	0	1	2	3
Perception	0	1	2	3
Stealth	0	1	2	3
	0	1	2	3
Comms	0	1	2	3
Psionics	0	1	2	3
	0	1	2	3
	0	1	2	3
	0	1	2	3
	0	1	2	3

## Attributes

Pow: 4 (damage, health)  
Spd: 4 (range, move)  
End: 4 (recover, health)  
Aur: 4 (reason, morale)  
Wit: 5 (notice, segue)  
Foc: 4 (recover, morale)

## Status

Health 16

## Name & Description



Hymel  
Slug  
P.O.W.

From a young age, Hymel has been interested in how things work, leading them to become a mechanic and hacker. Hymel was detected infiltrating a Rebel data pool and sent to Duergon III to labor in the mines.

## Special Notes

Telepathy (free):  
Slugs can communicate telepathically with intelligent organisms.

Clairvoyance (1 Exhaustion):  
Slugs can perceive distant locations.

Mental Assault (1 Fatigue):  
Range = WIT spaces away

- AUR Fatigue
- AUR Fatigue

Slugs cannot jump.

## Skills

Combat	0	1	2	3
Shoot	0	1	2	3
Athletics	0	1	2	3
Perception	0	1	2	3
Stealth	0	1	2	3
	0	1	2	3
Hacking	0	1	2	3
Mechanic	0	1	2	3
Psionics	0	1	2	3
	0	1	2	3
	0	1	2	3
	0	1	2	3

## Attributes

Pow: 4 (damage, health)  
Spd: 4 (range, move)  
End: 4 (recover, health)  
Aur: 4 (reason, morale)  
Wit: 5 (notice, segue)  
Foc: 4 (recover, morale)

## Status

Health 16