

Artist

NAMES:
Abdalar,
Amirah,
Havima,
Iosop,
Masruq,
Sani

Upbringing	Plebeian	Stationary	Privileged
Attrib. Pts	15	14	13
Skill Pts	8	10	12
Reputation	2	4	6
Start Capital	500 birr	1,000 birr	5,000 birr

1. Print each page single sided. *Recommend using a heavy index card stock.*
2. Fold along the dotted line
3. Use spray adhesive on the blank side of the paper
4. Carefully press along folded edge and work to the edges.
5. Wait a few minutes to allow adhesive to set
6. Trim along the cropping marks

REPUTATION: +1

KEY ATTRIBUTE: EMPATHY

CONCEPT SKILLS:

COURTESAN: Manipulation, Culture, Dexterity, Observation
 MUSICIAN: Manipulation, Culture, Infiltration, Observation
 POET: Manipulation, Culture, Dexterity, Infiltration

APPEARANCE*

Face: Flawless makeup, bedroom eyes, black curls, animate tattoo
 Clothing: Silk burra, shining dress, embroidered djellaba, swirling skirts

TALENTS (PICK ONE)

Beautiful (BIO) Defensive Seductive

PERSONAL PROBLEM*

- You get very jealous when others succeed. It should be your turn now.
- You are insanely stubborn and never give up despite negative consequences.
- A faction you have somehow angered is out to get you.

RELATIONSHIPS TO THE OTHER PCs*

- ... is annoying. He/she just rubs you the wrong way.
- ... appreciates your art and is deserving of your time.
- ... is your true love. But does he/she feel the same?
- ... is hiding something. You want to know what.

GEAR (PICK ONE FROM EACH ROW)

1. Hand Fan	Tabula
2. Opor	Environment Scanner
3. Exquisite Clothing	Musical Instrument
4. Beautiful (BIO)	Rare Collection of Poems
5. The Memoris of Mazelman	Standing reservation at Alkamaars

ICON (ROLL D66)

11-14	The Lady of Tears	43-46	The Traveler
15-22	The Dancer	51-54	The Messenger
23-26	The Gambler	55-62	The Judge
31-34	The Merchant	63-66	The Faceless
35-42	The Deckhand		

* Choose from the list or use your imagination.



Upbringing	Plebeian	Stationary	Privileged
Attrib. Pts	15	14	13
Skill Pts	8	10	12
Reputation	2	4	6
Start Capital	500 birr	1,000 birr	5,000 birr

REPUTATION: ±0
KEY ATTRIBUTE: WITS

CONCEPT SKILLS:

ANALYST: Data Djinn, Culture, Manipulation, Science
CORRESPONDENT: Culture, Manipulation, Infiltration, Observation
DATA DJINN: Data Djinn, Manipulation, Observation, Science

APPEARANCE*

Face: Flawless makeup, curious eyes, smirking face, wrinkled forehead
Clothing: Embroidered vest, dark corporate caftan, worn gallabeya, skullcap

TALENTS (PICK ONE)

Faction Standing Judge of Character Third Eye

PERSONAL PROBLEM*

- You are a compulsive thrill seeker. If you see the chance to do something foolhardy, nothing can stop you.
- You have sworn an oath never to rest until you have apprehended the nemesis of your friend or your family.
- Someone knows who you are and who you work for. Unless you pay up, the news will be spread.

RELATIONSHIPS TO THE OTHER PCs*

- ... has a keen eye for what's important. Watch and learn.
- ... has the occasional bright idea, but is mostly just a waste of space.
- ... doesn't even see you. One day that will change.
- ... is your role model. You want to be more like him/her.

GEAR (PICK ONE FROM EACH ROW)

1. Communicator (IV)	Personal Holograph
2. Proximity sensor	Computer
3. Vulcan Cricket	Stun Gun
4. Tabula	Transactor with 1,000 birr
5. Opor	Arrash

ICON (ROLL D66)

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* Choose from the list or use your imagination.



Fugitive

NAMES:
Abbud,
Ghazi,
Inas,
Jibril,
Yarah,
Zinah

REPUTATION: -2 KEY ATTRIBUTE: EMPATHY

CONCEPT SKILLS:

CRIMINAL: Force, Melee Combat, Dexterity, Infiltration
 MYSTIC: Manipulation, Mystic Powers, Dexterity, Infiltration
 REVOLUTIONARY: Ranged Combat, Dexterity, Observation, Survival

APPEARANCE*

Face: Blank stare, facial tattoos, lip ring, shaved head
 Clothing: Brown coat, jacket with many pockets, blue patterned gallabeya, turban

TALENTS (PICK ONE)

Intimidating Mystical Power Nine Lives

PERSONAL PROBLEM*

- A group of zealous Icon believers are on your tail. They know about your powers.
- You suffer from terrible agoraphobia that could set in at any moment.
- You have betrayed a friend who has sworn to get back at you.

RELATIONSHIPS TO THE OTHER PCs*

- ... wishes you harm. Keep your distance.
 ... knows your secret. But maybe he/she could understand you.
 ... is principled. A shame it's the wrong principles, though.
 ... is someone you respect. You hope he/she feels the same way about you.

GEAR (PICK ONE FROM EACH ROW)

1. Anonymous Clothing	Tag with 500 birr
2. Communicator (II)	Protective Clothing
3. Vulcan Carbine	Dura sword
4. Thermostatic Suit	Exo Shell
5. Transactor with Fake Identity	Mask

ICON (ROLL D66)

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* Choose from the list or use your imagination.



Negotiator

NAMES:
Esam,
Izzaldin,
Minnah,
Nada,
Radwa,
Ubaid

REPUTATION: +1
KEY ATTRIBUTE: EMPATHY

CONCEPT SKILLS:

AGITATOR: Data Djinn, Force, Manipulation, Culture
DIPLOMAT: Command, Culture, Manipulation, Melee Combat
PEDDLER: Culture, Manipulation, Observation, Pilot

APPEARANCE*

Face: Red face, grave looking, stubble, too much makeup
Clothing: Red djellaba with gold embroidery, dress uniform, black caftan, head wrap with a gem

TALENTS (PICK ONE)

Faction Standing Language Modulator (CYB) Lie Detector (CYB)

PERSONAL PROBLEM*

- You have a protégé that you need to take care of. It could be a relative or a friend you owe a debt of gratitude.
- You owe money to the Syndicate. They want it back. Now.
- You are greedy, and you just have to scam people if you get the chance, even your friends.

RELATIONSHIPS TO THE OTHER PCs*

- ... is easy to like. And easy to manipulate.
... is very blunt. You don't understand each other.
... embarrassed you in front of everybody. You won't forget that.
... is good with words. You respect that.

GEAR (PICK ONE FROM EACH ROW)

1. Tabula	Language Modulator (CYB)
2. Com Link V	Voice Amplifier
3. Exquisite Clothing	Kambra (D6 doses)
4. Lie Detector (CYB)	Language Unit
5. Vulcan Cricket	Mercurium Dagger

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* Choose from the list or use your imagination.

Operative

NAMES:
Abidah,
Kef, Sha-
kir, Salah,
Sorbul,
Waga

Upbringing	Plebeian	Stationary	Privileged
Attrib. Pts	15	14	13
Skill Pts	8	10	12
Reputation	2	4	6
Start Capital	500 birr	1,000 birr	5,000 birr

REPUTATION: ±0
KEY ATTRIBUTE: AGILITY

CONCEPT SKILLS:

ASSASSIN: Infiltration, Dexterity, Melee Combat, Ranged Combat
GUARD: Force, Melee Combat, Ranged Combat, Observation
SPY: Data Djinn, Manipulation, Infiltration, Ranged Combat

APPEARANCE*

Face: Scarred face, blank stare, cold eyes, crew cut
Clothing: Practical uniform, black gallabeya, long leather coat, utility vest

TALENTS (PICK ONE)

Executioner Intimidating Licensed

PERSONAL PROBLEM*

- You are paranoid and rarely trust anybody.
- You are being hunted by a powerful group/person, who wants both you and your loved ones dead.
- You have a dark secret that could turn everyone against you.

RELATIONSHIPS TO THE OTHER PCs*

- ... can be trusted no matter what.
- ... is skillful, but naïve.
- ... is clumsy. Don't let him/her near your stuff!
- ... has a hidden agenda. You are going to find out what it is.

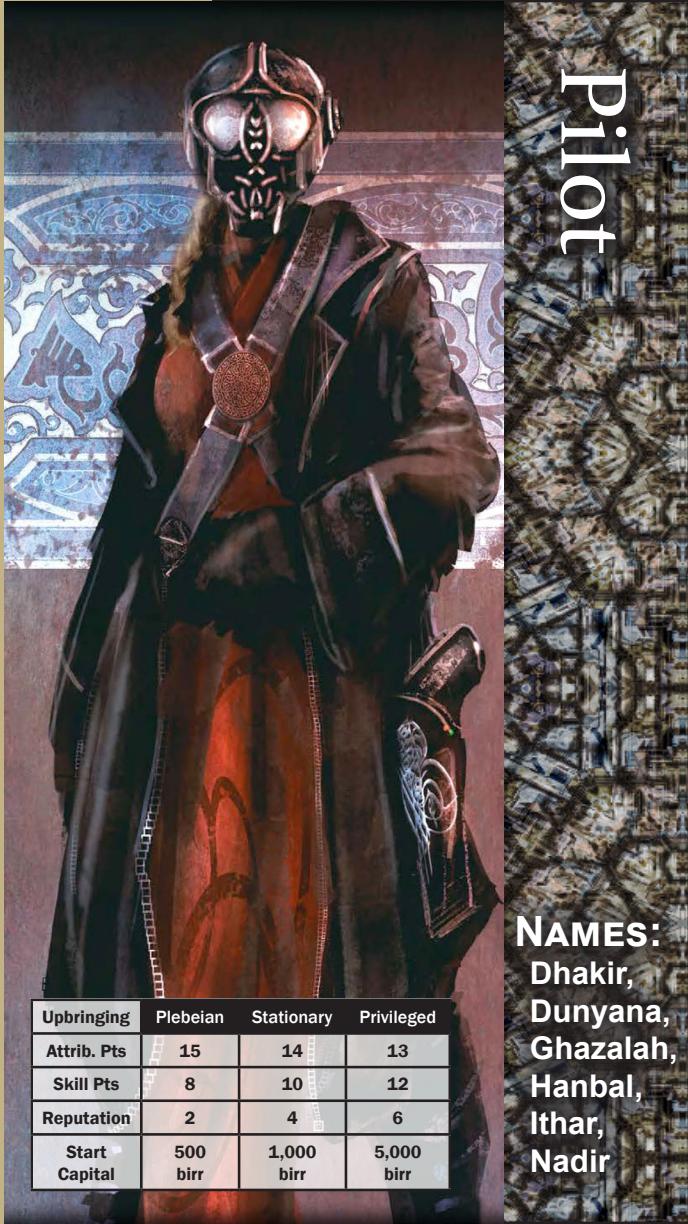
GEAR (PICK ONE FROM EACH ROW)

1. Vulcan Cricket	Advanced Melee Weapon
2. Proximity Sensor	Computer
3. Modulation Mask	Mechanical Lockpick
4. Recon Drone	An Assortment of Fake Identities
5. Security Tablet	Poison (5 doses)

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* Choose from the list or use your imagination.



REPUTATION: ±0

KEY ATTRIBUTE: AGILITY

CONCEPT SKILLS:

DRIVER: Force, Pilot, Ranged Combat, Survival
 FIGHTER PILOT: Data Djinn, Pilot, Ranged Combat, Technology
 FREIGHTER PILOT: Data Djinn, Force, Pilot, Technology

APPEARANCE*

Face: Proud eyes, chiseled features, steely grey eyes, unshaven
 Clothing: Pilot's uniform, leather jacket, overalls and safety harness,
 dark green caftan

TALENTS (PICK ONE)

Zero-G Training Exo Specialist Targeting Scope (CYB)

PERSONAL PROBLEM*

- You are reckless and take stupid risks with yourself and your ship, even when it isn't necessary.
- You hate humanites/ he Privileged/nekatra/the Zenithian Hegemony/something else, and will do anything to provoke one of them if they get close.
- You scare easily and never challenge yourself. Better safe than sorry.

RELATIONSHIPS TO THE OTHER PCs*

... thinks that you are a rickshaw driver. This annoys you.
 ... can take a Zero-G roll without throwing up. Impressive.
 ... is a good friend, someone to trust.
 ... thinks he/she is the captain of this boat. You know that this is far from true.

GEAR (PICK ONE FROM EACH ROW)

1. Tools (Ordinary)	Talisman (Pilot +1)
2. Exo Shell	Hand Jet
3. Targeting Scope (CYB)	Communicator (IV)
4. Accelerator Pistol	Stun Weapon
5. Flight Suit	Exquisite Clothing

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* Choose from the list or use your imagination.



Upbringing	Plebeian	Stationary	Privileged
Attrib. Pts	15	14	13
Skill Pts	8	10	12
Reputation	2	4	6
Start Capital	500 birr	1,000 birr	5,000 birr

REPUTATION: +1

KEY ATTRIBUTE: EMPATHY

CONCEPT SKILLS:

ASCETIC: Force, Culture, Dexterity, Science

MISSIONARY: Culture, Manipulation, Dexterity, Survival

PROPHET: Force, Culture, Manipulation, Observation

APPEARANCE*

Face: Mad eyes, fiery speech, frowning, unruly hair

Clothing: Loincloth, black preacher's gowns, golden headwrap, torn gallabeya

TALENTS (PICK ONE)

Blessing Faction Standing Talisman Maker

PERSONAL PROBLEM*

- You only see the worst in people, and you can't trust or accept help from anyone.
- You are indecisive and hesitant to act. You obsess over choices and get nothing done.
- You have seen the power of the Darkness, and throw a fanatical fit if signs of Darkness appear near you.

RELATIONSHIPS TO THE OTHER PCs*

- ... doesn't understand your visions. A lost soul.
 ... could be steered onto the right path. You mustn't give up.
 ... is probably an unbeliever. Stay clear.
 ... thinks before he/she speaks. Someone you can really talk to.

GEAR (PICK ONE FROM EACH ROW)

1. Blessed scripture	Thurible
2. Talisman	Cásula (Preacher's Robes)
3. Reliquary	Written Prophecy
4. 10 blessed M-Doses	10 Herbal Remedies
5. Tabula	Writing Paraphernalia

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* Choose from the list or use your imagination.



Upbringing	Plebeian	Stationary	Privileged
Attrib. Pts	15	14	13
Skill Pts	8	10	12
Reputation	2	4	6
Start Capital	500 birr	1,000 birr	5,000 birr



REPUTATION: +1
KEY ATTRIBUTE: WITS

CONCEPT SKILLS:

ARCHAEOLOGIST: Culture, Observation, Science, Survival
MEDICURG: Medicurgy, Manipulation, Observation, Science
TECHNICIAN: Force, Technology, Observation, Science

APPEARANCE*

Face: Curious eyes, smooth forehead, dirty face, hair bun
Clothing: Overalls, lab coat, white djellaba, cargo shorts and boots

TALENTS (PICK ONE)

Field Medicurg Gearhead Wealthy Family

PERSONAL PROBLEM*

- You just can't stay off the kohôl. It makes you impulsive and erratic.
- Bounty hunters are after you, but for something you didn't do.
- A competitor has slandered your good name. One day you shall have vengeance.

RELATIONSHIPS TO THE OTHER PCs*

- ... is almost as smart as you. Impressive.
- ... has no clue. How can someone possibly be so dumb?
- ... makes you insecure. You don't know how to interact with him/her.
- ... is so beautiful. But he/she would probably never look your way twice.

GEAR (PICK ONE FROM EACH ROW)

1. Communicator (III)	Proximity Sensor
2. Portable Lab	Computer
3. Exo Shell	Database
4. Pressure Tent	Medkit
5. Tools (Advanced)	Compass

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* Choose from the list or use your imagination.

Ship Worker

NAMES:
Botou,
Dharr,
Fida,
Ghaada,
Hameed,
Hamsa

Upbringing	Plebeian	Stationary	Privileged
Attrib. Pts	15	14	13
Skill Pts	8	10	12
Reputation	2	4	6
Start Capital	500 birr	1,000 birr	5,000 birr

REPUTATION: -1

KEY ATTRIBUTE: STRENGTH

CONCEPT SKILLS:

DECKHAND: Force, Manipulation, Dexterity, Culture
 DOCK WORKER: Force, Melee Combat, Dexterity, Technology
 ENGINEER: Data Djinn, Force, Observation, Technology

APPEARANCE*

Face: Tired eyes, sweaty face, lank hair, pursed lips
 Clothing: Tattooed arms, tank top with a symbol, wide brim cap, leather jacket

TALENTS (PICK ONE)

Exo Specialist Tough Zero-G Training

PERSONAL PROBLEM*

- You have a short fuse and are prone to fits of rage. This often gets you in trouble.
- You have a cold heart and would never help someone in need unless you would really benefit from it.
- You have seen the Dark between the Stars, and now, space terrifies you. Sometimes you are able to conquer your fear.

RELATIONSHIPS TO THE OTHER PCs*

- ... treats you like a skavara.
- ... plots to hurt your best friend. You must find out how.
- ... is your closest friend. You can talk about anything with each other.
- ... is someone you would follow into death, if needed.

GEAR (PICK ONE FROM EACH ROW)

1. Tools (Ordinary)	Vacuum Sealer
2. Power Glove	Environment Scanner
3. Arrash	Tabak
4. Exo Loader	Exo Shell
5. Hyper Rope	Dura Knife

ICON (ROLL D66)

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* Choose from the list or use your imagination.



REPUTATION: -1
KEY ATTRIBUTE: AGILITY

CONCEPT SKILLS:

LEGIONNAIRE: Force, Melee Combat, Ranged Combat, Survival
MERCENARY: Melee Combat, Dexterity, Observation, Ranged Combat
OFFICER: Command, Culture, Melee Combat, Ranged Combat

APPEARANCE*

Face: Menacing stare, scarred, cybernetic eye, burn marks
Clothing: Fatigues, dress uniform, deep black djellaba, long leather coat

TALENTS (PICK ONE)

Combat Veteran Cybernetic Muscles (CYB) Tough

PERSONAL PROBLEM*

- You are addicted to opor, and use it after doing things on the battlefield you would rather forget.
- You are arrogant and condescending toward others.
- You are a coward, but try to hide it as best as you can.

RELATIONSHIPS TO THE OTHER PCs*

- ... fought by your side and saved your life.
- ... left you for dead. You will never forgive him/her.
- ... is highly skilled. A quality you respect.
- ... is wonderful. He/she will one day be yours.

GEAR (PICK ONE FROM EACH ROW)

1. Heavy armor or Mercurium sword	Vulcan Carbine
2. Frag Grenade	Environment Scanner
3. Exquisite Clothing	Cybernetic Muscles (CYB)
4. Command Unit	Targeting Scope
5. Communicator (II)	Medkit

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Trailblazer

REPUTATION: ±0
KEY ATTRIBUTE: WITS

CONCEPT SKILLS:

COLONIST: Force, Dexterity, Ranged Combat, Survival
PROSPECTOR: Pilot, Technology, Science, Survival
SCOUT: Infiltration, Ranged Combat, Observation, Survival

APPEARANCE*

Face: Weather-beaten, squinting, protective goggles, bald
Clothing: Heavy overalls, crude boots, fur-lined coat, lined caftan

TALENTS (PICK ONE)

Weatherproof (CYB) Nine Lives Rugged

PERSONAL PROBLEM*

- You are stubborn to a fault, never giving up, even if you or your friends will suffer negative consequences.
- You have a dark secret that has made you the target of a faction.
- You are possessed by something from the Dark between the Stars. It sometimes takes over, giving you seizures or memory loss.

RELATIONSHIPS TO THE OTHER PCs*

- ... survived 10 days in a desert. A worthy friend.
- ... is always correcting you, even when he/she is wrong.
- ... won't stop talking. One day you will have to do something about that.
- ... always looks so gloomy. What's eating him/her?

GEAR (PICK ONE FROM EACH ROW)

1. Recon Drone	Communicator (V)
2. Dura Axe	Vulcan Carbine
3. 5 M-Doses	Database
4. Weatherproof (CYB)	Exo Shell
5. Environment Scanner	Compass

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* Choose from the list or use your imagination.