**Crew Members in General:**

* Each crew member takes up one slot on your ship. If you've got more ships, they'll need pilots too!
* Don't hire anyone who's hostile to your origin, that's just asking for trouble.

**Pilots (Co-Pilots & Second in Command):**

* Fighters and frigates can have up to 2 pilots.
* Destroyers or bigger ships can have 3 pilots.
* You, the captain, count as one of the pilots on the ship you're flying.

**Specific Pilot Characters:**

* **Anna Tse:** 1m, Neutral. Fresh pilot program grad, super loyal.
* **Gregor Hunter:** 2m, Neutral. Your brother-like, experienced outer-rim guy.
* **"Pepper":** 1m, Neutral. Naive but loves flying, wants to be a co-pilot.
* **Horace Carter:** 2m, Neutral. Vehicle enthusiast, desperate to be a pilot-for-hire.
* **Kay Hunter:** 2m, Neutral. Gregor's younger sister, no experience, needs your guidance.
* **Elijah Horton:** 2m, Neutral. Old-fashioned but skilled pilot, great at negotiating.
* **Sgt. Mark LeCruz:** 2m, Federation. Ace pilot, led a fighter squad, great asset.
* **Jacqueline Young:** 2m, Neutral. Piloted scouting vessels, good at dodging asteroids.
* **Alvin Reyes:** 3m, Blackhawk Elite. Young gun, wants experience to prove himself.
* **Tiffany Manson:** 3m, Neutral. Used to escort science and exploration vessels.
* **Susan Zim:** 3m, Red Daggers. Sharp, partook in risky heists with a powerful gang.
* **Tyler Vaughn:** 3m, Federation. Wealthy background, master tactician from the Navy.
* **Ivan Chesnikov:** 4m, Neutral. Masked merc, friendly despite his past.
* **Milka Star:** 4m, Red Daggers. Polite, shy, Red Dagger who dislikes the Federation, has a dog.
* **Royce Kodai:** 4m, Neutral. Exceptional police officer, chased criminals in high-speed pursuits.
* **Mokhov Petrovich:** 4m, Blackhawk Elite. Former drill sergeant seeking vengeance.
* **E.R.I.:** 5m, Neutral. Sapient android, great pilot, not so good with social cues.
* **Wes Lunso:** 5m, Neutral. Former merc, loves flying and racing.
* **Lia Stitt:** 5m, Neutral. Thirsty for adventure, opportunist, loves detours.
* **"Hailey":** Special Cost, Neutral. Requires "The Guardian" title. Quiet, psi powers, knows what you'll say.
* **Conrad Byrant:** 5m, Blackhawk Elite. Loyal, can fly for days without rest.
* **Mikayla Stone:** 6m, Gazers. Elite Gazer pilot, bold, brash, keeps her cool.
* **David "Tabs" Sharp:** 6m, Talons. Pilot prodigy, part of risky Talon ops, a little haughty.
* **Tera en Chasteaux:** 7m, Federation. Best Fed pilot training, controlled her own patrol fleet.
* **Dorian Krueger:** 9m, Federation. Battle-hardened SOF pilot, man of few words.
* **Ise Ley'is:** 9m, Luos Syndicate. Ruthless, high-rank former PMC, respects strength.
* **Lux:** 14m, Neutral. One of the best pilots for hire, sense of humor, mysterious past.
* **Zetta:** 18m, Neutral. Origins unknown, obedient if you're competent.

**Engineers:**

* **Enrico Jourdan:** 1m, Neutral. Kind, loyal, cheap handiwork, no questions asked.
* **Derek Windtalker:** 2m, Neutral. From a rare line of mechanics, believes he's one with metal.
* **Alena Bach:** 2m, Neutral. Exceptional inventor, new to starship mechanics, wants to impress.
* **Malcolm Red:** 2m, Neutral. Blames everything for not doing his job, skilled with a crowbar.
* **Adan Cervantes:** 3m, Neutral. Highly intelligent nuclear engineer, radiation burns, life-support suit.
* **"Trainwreck":** 3m, Red Daggers. Can keep a "shit sandwich" moving, wants to build a tank.
* **Trisha "Props" Lim:** 3m, Neutral. Hobbyist mechanic, loves tinkering, bubbly personality.
* **Troy Hall:** 3m, Neutral. Loves working with machines, metal arm useful.
* **Cindy Kayoko:** 4m, Red Daggers. Popular among Red Daggers, worked with questionable machinery, not political.
* **Amy McCartney:** 4m, Federation. Revered scientist, graceful, sings, wants a tavern.
* **Roxanne Gilliam:** 4m, Talons. Led nuclear research in Talon labs, anti-matter tech.
* **Mereille Fairley:** 4m, Federation. Geek with Fed gadgets, device for any situation.
* **Arthur Foster:** 5m, Neutral. Studied under big names, offers skills for a challenge.
* **Reid Enos:** 6m, Neutral. Mad scientist, knows lots about nuclear tech.

**Doctors:**

* **Kelly Moss:** Free!, Neutral. Cannot be alone in advanced infirmary, volunteered to aid the poor.
* **Bethany Parks:** 1m, Federation. Fresh out of medical school, wants field experience, loves cats.
* **Ignacio Lopez:** 2m, Neutral. Cares only for medical books, competent medic with a workplace.
* **Trisha "Props" Lim:** 3m, Neutral. Hobbyist mechanic, loves tinkering, bubbly personality. (Oops, she's an engineer too!)
* **Tina Wei:** 4m, Neutral. Former merc medic, used to stress of high demand.
* **"Lupe":** 4m, Red Daggers. Technically a doctor, but unconventional, pirate miracle worker.
* **Devon Trice:** 5m, Blackhawk Elite. Stalwart Blackhawk, favors less violent life, skilled in combat.
* **Lyra Miralda:** 7m, Neutral. Young, in medical textbooks, quick, efficient, a little awkward.

**Ship Gunners:**

* **Brian Richardson:** 1m, Neutral. Knows everything about ship weapons, student who'd drop studies for gunner job.
* **"Seer":** 1m, Red Daggers. Bad history, prime pirate example, unsavory even to Red Daggers.
* **Elizabeth Tyler:** 2m, Federation. Part of rare Fed patrols, met action but inexperienced.
* **Alton Daniel:** 2m, Neutral. From a backwater planet, skilled in ship gunning.
* **John Pope:** 3m, Neutral. Former merchant, quick aim from bandit attacks.
* **Theresa Herder:** 3m, Blackhawk Elite. Former Fed gunner, Blackhawk Elite, disciplined but laid-back off work.
* **Vis'yeth:** 4m, Luos Syndicate. Mysterious, took down three cruisers himself in Haven defence.
* **Clara "Sun" Howell:** 4m, Neutral. Fiery and passionate, fun to tease about being a ginger.
* **Faith Nichols:** 4m, Federation. From Fed SOF, high-tech equipment, very innocent.
* **"Comet":** Special Cost, Neutral. Requires "The Sorcerer" title, body mingles with energy.
* **Viktor:** 5m, Neutral. Down to earth, professional, reliable ship gunner.
* **Tavia "Echo" Tsun:** 5m, Talons. Rare Talon for hire, intimidating but down-to-earth, don't call her Tavi.
* **Lt. Bill Smith:** 5m, Federation. Veteran gunner, hits hard and ruthlessly.
* **Amanda Lynch:** 6m, Neutral. Fast, strong-willed, never lost a fleet fight, defended industrial areas.

**Combat & Security:**

* **Owen Baker:** 1m, Neutral. Specialty: Guerilla warfare. Drove out bandits from his homeworld.
* **Sasha Baker:** 1m, Neutral. Specialty: Sniping. Owen's younger sister, crack shot, too many kill notches.
* **Myrie Shaffer:** 2m, Red Daggers. Specialty: Storming. Worked for notorious pirate gang, makes deals go her way.
* **Pierre Mikisugi:** 2m, Neutral. Specialty: Ship security. Good cop, part of high-stake raids.
* **Sophie Haynes:** 2m, Federation. Specialty: Covert ops. Faith Nichols' friend, quick, witty, has a sixth sense for bad vibes.
* **Grzegorz Grzegrzółka:** 2m, Neutral. Specialty: Ship security. Ex-cop, works to pay for his sister's education, does things his own way.
* **Ley'ra Laur:** 3m, Luos Syndicate. Specialty: Point position. Steel nerves, took point in battles, lost her high-tech armor, shy off-duty.
* **Dani "Cuts" Laine:** 3m, Blackhawk Elite. Specialty: Long-range. Aggressive, blunt, fireteam leader, helped reduce crime in 3 systems.
* **Ward Shapiro:** 3m, Neutral. Specialty: Sentry. Joined security to finish his book, got conscripted and sent to front lines.
* **Sgt. Raul Miller:** 3m, Federation. Specialty: Front-line assault. Stationed on an ice planet, dealt with pirates and cartels, navigates tough terrain.
* **Erik "Sooter" Burke:** 3m, Red Daggers. Specialty: Front-line assault. Not smart in other areas, but a great rank-and-file pirate with a weapon. Don't make him mad.
* **Vikram Solar:** 4m, Neutral. Specialty: Long-range. Loves laser weapons, refuses conventional ammo ("messy"), a bit of a neat freak.
* **Darrel Wallace:** 4m, Blackhawk Elite. Specialty: Sentry. Flew in many fleets, top-notch on-ship security, tough like the Blackhawks.
* **Rooks King:** 5m, Gazers. Specialty: Guerilla warfare. Skilled Gazer operator, hangs with Dustkeepers, his disappearances are ignored.
* **Livia Amaruq:** 5m, Federation. Specialty: Hand-to-hand. Ex-operative from Fed SOF, worked on the same ice planet as Sgt. Raul, looks deadly.
* **Scot Shephard:** 5m, Neutral. Specialty: Storming. SWAT in a big city, seen the worst of humanity.
* **Alessia:** 5m, Talons. Specialty: Long-ranged. Hot-headed, wants to strangle her brother Ricce, don't get in her way.
* **Ricce:** 5m, Federation. Specialty: Front-line assault. Stalwart soldier in high-tech armor, a force on the battlefield. Silent about his sister Alessia.
* **Arabelle Meyer:** 5m, Neutral. Specialty: Sniping. Disciplined, patient, cunning assassin, great at hiding.
* **Marcelo Lee:** 6m, Talons. Specialty: Guerilla warfare. Rare Talon for hire, has cool gadgets, solo mission experience.
* **Lt. Jenny Larue:** 6m, Federation. Specialty: Point position. Top Fed SOF officer, commands with a valiant heart, known for "strict kindness," often works under Tera.
* **Martin Jenkins:** 6m, Blackhawk Elite. Specialty: Storming. Iconic Blackhawk Elite shock trooper, leads conflicts with unstoppable momentum.
* **My'hra Jos:** 7m, Luos Syndicate. Specialty: Infiltration. Skilled ground officer in a small PMC, helped defend the Abyss system.
* **Patch Newton:** 7m, Neutral. Specialty: Sniping. Notorious, deadly assassin with a rifle. Built his own unique hardware, "one with his armor."
* **"Locust":** 14m, Neutral. Specialty: Hand-to-hand. "Rider of Famine," can destroy armies with his blade, from the classified Apocalypse program.
* **"Plague":** 15m, Neutral. Specialty: Front-line assault. "Rider of Pestilence," toughest armor, strongest in brute force, one of the four separated Riders.
* **"Archangel":** 17m, Federation. Specialty: Heavy weapons. "Rider of War," wields a unique Ion Cannon, loyal to the Federation.
* **"Styx":** 18m, Herself. Specialty: Infiltration. "Rider of Death," holds a terrible grudge against the Federation after defection, respects her siblings.

**Cyber Security Officers:**

* **Perry West:** 3m, Neutral. From a big company, great at electronic warfare, your ship will be well defended.
* **Erica "761":** 4m, Neutral. Dropped out of university, cut ties, now wants to join your crew.
* **Damian Galt:** 4m, Red Daggers. Has an excellent service record and a lot of illegally obtained porn. Will awkwardly hit on female crew over the PA. Constantly.
* **"Slash Singer":** 4m, Neutral. Brilliant programmer, can bypass tough security, has lots of "skeleton key" decryption programs.
* **Veslav Smertodov:** 6m, Talons. Well-known Talon hacker, expert with AI, good at multitasking, often fought "Arachne" in cyber battles.
* **"Arachne":** 6m, Federation. Ex-military intelligence officer, can go head-to-head with notorious hackers in cyber warfare.
* **"Uplink":** 12m, Neutral. Expensive to install, one of the few sapient AI androids, wants access to all information.

**Scientists:**

* **Lauren L. Lazuli:** Free!, Neutral. Found her in your lab, caffeine packets everywhere, feverishly working on a thesis, sleeps in the lab.
* **Curt Robertson:** 1m, Federation. Believes you shouldn't abandon your body, human biology specialist, very tall due to his research.
* **Emily Newton:** 1m, Neutral. Morally against combat ships, expert in xenobiology and terraforming, a bit eccentric.
* **Sarah Escher:** 2m, Red Daggers. Super smart but short attention span, frequent experiments with mana energy gave her an eerie glow.
* **Shinichi Yagazen:** 3m, Neutral. Biology, bioengineering, chemistry, and biological warfare expert. Wanted for questionable experiments and creating bioweapons.
* **Isaac J. Bidlack:** 3m, Federation. Years of study, research increased galactic agricultural production by half a percent. Likes candied fish.
* **Wilhelm von Welch:** 5m, Neutral. Brilliant and mad, strict scientist obsessed with learning about the Heralds.

**Production Managers:**

* **Sibyl:** 1m, Red Daggers. Worked in Red Dagger industrial wings for 20+ years, knows lots of mining and manufacturing tricks.
* **Madeline Moran:** 2m, Blackhawk Elite. Crucial to Blackhawk Elite's hardware might, keeps them going strong.
* **Wesley Chalmers:** 2m, Neutral. Always gets the job done, even if your ship is falling apart.
* **Corrine Peyton:** 3m, Neutral. Serious and authoritative in industrial wings, workers obey or face a long, deafening scolding.
* **Ty Piper:** 3m, Federation. Great production manager, excellent track record from Fed industrial systems, promotes efficiency and work ethics.
* **May Padilla:** 4m, Neutral. Hard worker, speeds things up, likes to boast about her strength.
* **Michael Danagger:** 6m, Neutral. Super successful industrialist, his company fueled shipping businesses in over a dozen systems.

**Chefs & Bartenders:**

* **Jorgen Masterson:** 1m, Neutral. Chef. Retired merc who became a chef. Served on prison transports, capable and ingenious cook.
* **Mikka Akimoto:** 1m, Red Daggers. Chef. Specializes in Japanese and other Asian cuisines. Sushi and ramen are timeless.
* **Patricia Cooper:** 2m, Neutral. Chef. Loves to cook, takes charge in the kitchen, enjoys working with European cuisines.
* **Vito Lozano:** 4m, Neutral. Chef. Will only use a fancy mess hall. Do not disturb when he's cooking. His spaghetti is perfection.
* **Laurie Parsons:** 1m, Federation. Bartender. Typical bartender, listens to your problems, perfect for standard mixes.
* **Carolyn Brooks:** 2m, Neutral. Bartender. Playful and outgoing, aims for smiles with every serve, loves mixing fancy drinks.
* **Hal:** 4m, Neutral. Bartender. Former assassin, has many stories, might have "special" mixes that need a lab.

**Pilot Archetypes:** (For flying your other ships)

* **Wingman:** 1m, Fighter. Average fighter pilot, best in formations, coordinates well.
* **Racer:** 1m, Fighter. Cares more about speed than fighting, but can still fly well.
* **Ace:** 3m, Frigate. Has combat history, led formations, very skilled in a Fighter.
* **Lieutenant:** 4m, Destroyer. Can lead a decent crew, responsible, keeps crew in check.
* **Lt. Commander:** 6m, Cruiser. Made a name for themselves, competent at leading lots of people.
* **Commander:** 7m, Carrier. Trustworthy for big ships, holds the ship together, people follow them.
* **Captain:** 8m, Dreadnought

**Crew Archetypes:** (These fill out your ship's crew slots, and big ships (Destroyers or larger) need at least half their slots filled!)

* **Volunteers:** Free! They'll get the job done, but they're not pros.
  + x1: Free!
  + x5: Free!
  + x10: Free!
  + x50: Free!
  + x100: Free!
  + x500: Free!
* **Industry Laborers:**
  + x1: 0.1m
  + x5: 0.2m
  + x10: 0.3m
  + x50: 1m
  + x100: 2m
  + x500: 8m
  + Need work done? These folks will get your mining, manufacturing, and processing needs sorted efficiently.
* **Civilian Workers:**
  + x1: 0.1m
  + x5: 0.3m
  + x10: 0.5m
  + x50: 1m
  + x100: 2m
  + x500: 9m
  + Plenty of civilians are looking for legit work, and they make great space-faring crew.
* **Researchers:**
  + x1: 0.1m
  + x5: 0.3m
  + x10: 0.5m
  + x50: 1m
  + x100: 2m
  + x500: 9m
  + For science and discovery among endless stars, these researchers make for a super intelligent crew.
* **Bandits:**
  + x1: 0.1m
  + x5: 0.3m
  + x10: 0.5m
  + x50: 1m
  + x100: 2m
  + x500: 9m
  + An average bandit can be a hard-working crew member, as long as you can get them to respect you.
* **Explorers:**
  + x1: 0.1m
  + x5: 0.3m
  + x10: 0.5m
  + x50: 1m
  + x100: 2m
  + x500: 9m
  + These guys are cursed with an endless thirst for exploration and love the stars almost as much as you do.
* **Medics:**
  + x1: 0.1m
  + x5: 0.3m
  + x10: 0.5m
  + x50: 1m
  + x100: 2m
  + x500: 9m
  + Medical knowledge is super valuable. Not everyone's a medic, so why not hire some pros?
* **Engineers:**
  + x1: 0.1m
  + x5: 0.3m
  + x10: 0.5m
  + x50: 1m
  + x100: 2m
  + x500: 9m
  + Need some repairs or maintenance? These engineers can get any ship up and running again, fast.
* **Mercenaries:**
  + x1: 0.1m
  + x5: 0.3m
  + x10: 0.5m
  + x50: 1m
  + x100: 2m
  + x500: 9m
  + These battle-hardened mercs are ready to take on any combat situation with a strong will and determination.
* **Seraphs:**
  + x1: 0.1m
  + x5: 0.3m
  + x10: 0.5m
  + x50: 1m
  + x100: 2m
  + x500: 9m
  + These guys are your regular Blackhawks but they're not really into the whole "politics" thing. They're just good at fighting.
* **Red Dagger Pirates:**
  + x1: 0.1m
  + x5: 0.3m
  + x10: 0.5m
  + x50: 1m
  + x100: 2m
  + x500: 9m
  + Some Red Daggers are pretty chill and will join your crew if they think you're cool.
* **Navy Soldiers:**
  + x1: 0.1m
  + x5: 0.3m
  + x10: 0.5m
  + x50: 1m
  + x100: 2m
  + x500: 9m
  + Federation Navy soldiers are well-disciplined and will listen to your every command.
* **Core Ring Mercs:**
  + x1: 0.1m
  + x5: 0.3m
  + x10: 0.5m
  + x50: 1m
  + x100: 2m
  + x500: 9m
  + These mercs are all about that Core Ring life and just want to get paid.
* **Dustkeepers:**
  + x1: 0.1m
  + x5: 0.3m
  + x10: 0.5m
  + x50: 1m
  + x100: 2m
  + x500: 9m
  + Dustkeepers are always busy, even when they're not on a job. They can handle pretty much anything thrown their way.