

Pancreator Vobiscum Sit

The epic takes place after the **Three Crowns War**, opposing from 2018 to 2020 the *Empire of the Phoenix* against the *Caliphate of Kurga*. The war has not technically ended, as the helping intervention of *House Gesar* has not been yet considered as an ally move by the Empire.

On the diplomatic front, a lot of discussions are actually held, with both combinations of the three parties. In the Known Worlds, most would like House Gesar to join the Empire instead of keeping the neutral status, but it seems *Kaiser Friedrich-Gustav Von Gesar* would prefer being considered as a peer by *Imperator Alexius Primus*, not a vassal.

It is now the end of year 2021 A.D, and the Children of Urth are about to witness mighty changes. On their side, Kurgans have simply withdrawn, licking their wounds while keeping communication lines with both parties.

Chapter I - Stella Incognita

This adventure is an introduction to **Fading Suns**. it's supposed to be played by 3-4 people, and absolutely no knowledge of the universe is needed.

The last member of the crew is **Ron Gorlig**.

The players are supposed to get their complete character sheets when they access the *Preceptor* think machine in the cockpit, or when their pod lands on the moon.

Dramatis Personae

Crew members (Main Deck)

- **Ron Gorlig**
- **Regie Copram**
- **Kit Solonia**
- **Gart**

Male Prisoners (Deck 3)

- **Clayton Briggs**
- **Ellis McMoran**
- **Gustavo Salamenca de Acero**
- **Derek Paracelsus**
- **Konrad Grimler**

Female Prisoners (Deck 4)

- **Logun Bran Tazin**

ViP Prisoner (Deck 5)

- **Cassandra Varnovicz**

1.1 Black Out

Introduction

Situation

The PC wake up from a terrible crash of the penitentiary cruiser, the **Queen Victoria**, that was carrying them. They seem to be part of a prisoners convoy that has been heavily damaged. Only a few decks of the ship, starting from the main deck to the airlock beyond the detention block are still bringing breathable air, and the remaining crew need to cross the messy detention block where the PC are to reach the last escape pods.

Escape pods

Each of them can host three people. Only three pods are remaining, one of them clearly damage (the B-Pod). The A-Pod will have malfunctions, but it is impossible to say so without a technical check. The C-Pod will do the job.

What really happened

There was an attack of Pirates on the ship. Those pirates, the Kashim brotherhood, is a remnant of Li halan deserters that where butchered by the Kurgan during the Icon Battle.

1.1.1 Vac Bags

Survivors

The PC will wake up with no memory. This is due to the time spent in the VAC bags they are in. They should normally be die soon, but **Ron Gorlig**, the member of the crew that comes to check for the access to the escape pods has caused their rupture automatically by pushing breathable air there from the main deck.

Crewmembers

Along with Goslig, three other crew members are alive. One, **Regie Copram**, the first pilot is in a coma. The second crew member is **Gart** a serf that is watching over Regie. The last one, **Kit Solonia** is locked in the engine deck at the other end of the ship and only communicates through sqwaker. He should not be able to reach the pods without help.

Prisoners

There is only one other prisoner alive, the Ur Obun **Logun Bran Tazin**. She was able to free herself earlier thanks to the stable pressurisation on the women aisle, and think she killed the three other women prisoners.

The last one, **Cassandra Varnovicz** is still alive, thanks to the cybernetics she took so many care to hide. As a ViP, she is locked in the deck 4.

1.1.2 Negotiations

As they recover from the void syndrome, negotiation with Ron should not be a problem: the old pilot follow the old rules that were established during the Regency, and among those principle, one says that there can be prisoners among survivors... if they survived the crash, that's the will of the Pancreator and they should not be considered as prisoners. On the other side, the same rule says they have to help the crew. As the **Queen Victoria** is get closers to a dead hull from hours to hours, Ron prefers to follow this rule.

1.1.3 No way out

The main problem is leaving the ship. There are actually only three pods on the six available, each suited for 3 people. In the Maintenance Deck, two armored spacesuits can be found.
The B Pod is apparently damage and will be harder to manoeuver (-4). The A Pod will have malfunctions if it is not maintained. The C-Pod will do the job.

1.2 Under Attack

As they are preparing their escape route, they see that there's a beacon indicating a mining facility is near, on a moon orbiting a moon planet of a gas giant.
As they discover that, noises can be heard around the storage deck, as pirates are coming to raid the ship. They are apparently forcing the hull, that will take two hours to do so. They went to the Queen Victoria with a league escort that is actually magnetically locked to the cruiser.
Reaching the moon should take 4 hours, with 4 manoeuver checks.
If the moon is missed, the pod will fall on the planet it orbits around. It is possible to hack the pods to have them follow themselves.
When the pirates manage to force the hull, the leaking fusion propeller at port will ignite instantly, creating a deflagration that will heavily damage the league escort and kill 4 of the 5 pirates.

1.2.1 Pirates

The pirate have come with a small fleet, as they always do. There are two other league escorts around, and a Li Halan frigate. The sentries will not come closer to the cruiser, fearing for another deflagration.

1.2.2 Saving Lives

Three pods are missing in the Queen Victoria. They have been used by a few members of the crew, in particular the commander of the cruiser, Lucius Veng. His is heavily wounded, as are the men that escaped with him.
Their pods have been intercepted by an imperial cruiser, the Winter Rose patrolling in the sector, and the ship is actually scanning the sector for more news about the Queen Victoria.

1.2.3 Queen's Gambit

There is no mean to escape the pirates using the pods. However, using the turret on the damaged sentry could create a diversion. That would make the pirates opening fire on the Queen Victoria, an event that could be crucial for the dying ship.

1.3 Nameless

There are only a few ways for the players to get back their memory: have no actions for twelve hours and keep the inhalator mask on continuously (no more than a 10 minutes break per hour).
The other solution is to be administrated with Santrak VI doses, which can be easily found in the medical deck.
Note that **Logun Bran Tazin** is suffering the vac syndrome as well.
If she can make it to the penitentiary think machine, **Cassandra Varnovicz** will be able to hack into the system and get the official reason why the characters are here.
Why the characters are here:
- **Ellis McMoran**: Treason, Mutiny, Desertion
- **Clayton Briggs**: Outrage to the PoM, Excommunication
- **Gustavo Salamenca de Acero**: Treason, Assassination attempt on imperial official
- **Derek Paracelsus**: association with third republican terrorists, murder
- **Konrad Grimler**: blackmail, personal usage of imperial mandat and assets
- **Logun Bran Tazin**: murder, antinomy

- **Cassandra Varnovicz**: association with anti-alexius groups, disclosure of confidential imperial data.

1.3.1 Reaching The Ground

Sooner or later, the attempt will be done to reach the ground.
If they do nothing, the Winter Rose will arrive with its two frigate escort to attack the pirates. This is something they will try to avoid at any cost.
If they try to launch the pods in front of the pirates, they will send sentries to follow the pods.
If they attack the pirates from the turret of the damaged sentry, they will escape with the pods freely, but leaving the guys operating the sentry turret all by themselves.

1.3.2 Sterile Land

With a really nice manoeuver, they will be able to reach the the moon close to the mining facility on it. This facility has 20 guilders operating it, mining iridium condensate from the rich soil.
There's a thin atmosphere here, but each hour spent with a filtration mask a stun check is needed to avoid fatigue (1D6 torso damage, no armor)
Without filtration it is almost impossible to breathe, the only solution being to stay on the pods ombilicals.
With a full space suit, it is ok. The gravity of the moon is one quarter the one on earth, that's also the maximum value for movement checks. However, falling damage is divided by four as well.
If they use beacons from the pods, they will be able to alert the miners, the pirates, the imperial patrol... and the D'Rouge-Glace Escort that's looking for **Cassandra Varnovicz**.

1.3.3 New Beginnings

If they reach the mining facility, they will be able to hide on the moon for a while if they manage to convince them. Money should be enough, £100 per capita.

Cassandra Varnovicz

A beautiful noblewoman

Female Urthish Castillan of from none Freefolk.
Born in 4992 (29 years old) Height: 164cm / Weight:56kg

STR:4 CON:3 BOD:4 MOV:3 INT:7 WIL:5 TEM:5 PRE:7 TEC:3 REF:6 AGI:4 AWA:9
REC:7 STA:1 END:35 STU:7 RES:12 DMG:0 TOL:10 HUM:50 PAS:14 WYR:13
SPD:3 RUN:6

Skills: Academia[2], Arts[1], Athletics[2], Cybernetics[2], Empathy[2], Etiquette[6], Fight[2], Focus[2], Gunnery[1], Impress[1], Knavery[5], Leadership[2], Linguistics[3], Melee[3], Observe[5], Oratory[4], Persuasion[3], Politics[2], Remedy[2], Science[1], Seduction[4], Shoot[4], Stealth[1], Teaching[2], Think Machine[2], Arts (Painting)[3], Linguistics (Kurgan)[2], Linguistics (Signs Language)[2], Linguistics (Urthish)[3], Science (Cybernetics)[1].

Shortcuts:Discern emotions:AWA + Empathy (7), Keep focused on a task:WIL + Focus (7), Give orders to subsidiaries:PRE + Leadership (9), Fencing:REF + Melee (9), Notice something:AWA + Observe (14), Convince someone with arguments:PRE + Persuasion (10), Stabilize wounds:INT + Remedy (9), Charm others:PRE + Seduction (11), Fire a ranged weapon:REF + Shoot (10), Surgically implant cyber:TEC + Cybernetics (4)

[000434 / cassandra_varnovicz]

Gart

Serf

Male Urthish Urthish of from none Freefolk.
Born in 5000 (21 years old) Height: 168cm / Weight:62kg

STR:5 CON:4 BOD:5 MOV:4 INT:6 WIL:3 TEM:3 PRE:5 TEC:3 REF:5 AGI:3 AWA:6
REC:9 STA:2 END:45 STU:9 RES:8 DMG:1 TOL:6 HUM:30 PAS:9 WYR:11 SPD:3
RUN:8

Skills: Academia[2], Athletics[3], Beastcraft[2], Dogma[1], Driving[1], Fight[3], Focus[3], Impress[1], Inquiry[1], Knavery[1], Linguistics[1], Lore[1], Observe[4], Persuasion[3], Redemption[1], Remedy[2], Streetwise[3], Teaching[2], Trading[1], Dogma (Church of the Celestial Sun)[2], Driving (Landcraft)[2], Linguistics (Urthish)[2], Lore (Spacesuit)[2], Redemption (Tinkering)[3].

Shortcuts:Keep focused on a task:WIL + Focus (6), Deduce from data:INT + Inquiry (7), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (8), Stabilize wounds:INT + Remedy (8)

[000427 / gart]

Kit Solonia
Wounded Engineer

Male Urthish Castillan of from none Freefolk.
Born in 4988 (33 years old) Height: 165cm / Weight:54kg

STR:4 CON:4 BOD:4 MOV:4 INT:9 WIL:5 TEM:3 PRE:9 TEC:6 REF:5 AGI:3 AWA:6
REC:8 STA:1 END:40 STU:8 RES:14 DMG:0 TOL:8 HUM:40 PAS:9 WYR:14
SPD:3 RUN:8

Skills: Academia[3], Athletics[3], Beastcraft[1], Bureaucracy[4], Cybernetics[1], Driving[3], Empathy[2], Etiquette[2], Fight[2], Focus[4], Impress[1], Inquiry[2], Knavery[1], Leadership[1], Linguistics[2], Lore[1], Magna Carta[2], Melee[1], Observe[4], Persuasion[4], Politics[2], Redemption[4], Remedy[4], Science[1], Seduction[2], Sensors[2], Teaching[3], Think Machine[3], Trading[2], Driving (Celestial Sailing)[2], Driving (Heavy Transport Vehicle)[3], Driving (Railway)[1], Linguistics (Urthish)[2], Linguistics (Urthtech)[2], Lore (Spacesuit)[2], Redemption (Forbidden Lore)[2], Redemption (Mech)[4], Redemption (Tinkering)[2], Redemption (Volt)[3], Science (Engineering)[3].

Shortcuts:Discern emotions:AWA + Empathy (5), Keep focused on a task:WIL + Focus (9), Deduce from data:INT + Inquiry (11), Give orders to subsidiaries:PRE + Leadership (10), Fencing:REF + Melee (6), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (13), Stabilize wounds:INT + Remedy (13), Charm others:PRE + Seduction (11)

[000429 / kit_solonia]

Logun Bran Tazin
A slender obuni female

Female Ur Obun Ur Obun of from none Freefolk.
Born in 4974 (47 years old) Height: 173cm / Weight:50kg

STR:3 CON:3 BOD:3 MOV:4 INT:8 WIL:7 TEM:8 PRE:8 TEC:5 REF:4 AGI:3 AWA:6
REC:6 STA:1 END:30 STU:6 RES:15 DMG:0 TOL:15 HUM:75 PAS:14 WYR:12
SPD:2 RUN:8

Skills: Academia[3], Arts[1], Dogma[3], Empathy[6], Etiquette[5], Fight[2], Focus[5], Inquiry[3], Knavery[1], Linguistics[2], Lore[1], Observe[4], Occult Arts[2], Oratory[4], Persuasion[4], Politics[3], Security[2], Seduction[4], Shoot[2], Spycraft[2], Stoic Body[2], Stoic Mind[4], Teaching[2], Think Machine[2], Arts (Music)[2], Dogma (Obun Bintaru)[1], Dogma (Obun Voavenlohjun)[1], Dogma (Stellar Apocryphon)[1], Linguistics (Obuni)[1], Linguistics (Urthish)[2], Lore (House Hawkwood)[2].

Shortcuts:Discern emotions:AWA + Empathy (14), Keep focused on a task:WIL + Focus (12), Deduce from data:INT + Inquiry (11), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (12), Charm others:PRE + Seduction (12), Fire a ranged weapon:REF + Shoot (6), Iron will:WIL + Stoic Mind (11)

[000433 / logun_bran_tazin]

Regie Copram
A young and brilliant starpilot

Female Urthish Kaanic of from none Freefolk.
Born in 4987 (34 years old) Height: 168cm / Weight:65kg

STR:3 CON:4 BOD:5 MOV:3 INT:9 WIL:7 TEM:3 PRE:7 TEC:5 REF:7 AGI:3 AWA:7
REC:7 STA:2 END:45 STU:9 RES:14 DMG:0 TOL:10 HUM:50 PAS:10 WYR:16
SPD:4 RUN:6

Skills: Academia[2], Athletics[3], Cryptography[2], Demolition[2], Dogma[1], Driving[4], Empathy[2], Fight[2], Focus[2], Gunnery[3], Impress[1], Inquiry[1], Linguistics[2], Local Expert[1], Lore[1], Magna Carta[1], Melee[1], Navigation[3], Observe[7], Persuasion[2], Redemption[1], Remedy[3], Seduction[1], Sensors[3], Shoot[2], Spycraft[2], Streetwise[2], Survival[3], Teaching[2], Think Machine[4], Dogma (Vuldrok Erdgheist)[1], Driving (Celestial Sailing)[6], Driving (Heavy Transport Vehicle)[2], Driving (Railway)[2], Driving (Skycraft Piloting)[2], Linguistics (Urthish)[2], Linguistics (Vuldrok)[1], Local Expert (Hargard)[2], Lore (Jumpweb)[2], Redemption (Tinkering)[2].

Shortcuts:Discern emotions:AWA + Empathy (5), Keep focused on a task:WIL + Focus (9), Deduce from data:INT + Inquiry (10), Fencing:REF + Melee (8), Notice something:AWA + Observe (14), Convince someone with arguments:PRE + Persuasion (9), Stabilize wounds:INT + Remedy (12), Charm others:PRE + Seduction (8), Fire a ranged weapon:REF + Shoot (9)

[000428 / regie_copram]

Ron Gorlig
A old starpilot

Male Urthish Castillan Lieutenant of from none Freefolk.
Born in 4966 (55 years old) Height: 174cm / Weight:67kg

STR:5 CON:5 BOD:6 MOV:5 INT:4 WIL:5 TEM:6 PRE:6 TEC:5 REF:7 AGI:3 AWA:6
REC:10 STA:2 END:55 STU:11 RES:11 DMG:1 TOL:11 HUM:55 PAS:12 WYR:11
SPD:4 RUN:10

Skills: Academia[2], Acrobatics[3], Alchemy[1], Athletics[4], Beastcraft[1], Bureaucracy[3], Cryptography[1], Cybernetics[1], Dodge[3], Driving[3], Empathy[1], Fight[4], Focus[2], Forgery[2], Gunnery[3], Impress[3], Interrogation[1], Knavery[1], Linguistics[1], Lore[2], Melee[1], Observe[4], Persuasion[2], Redemption[3], Remedy[2], Security[3], Seduction[1], Sensors[1], Shadowing[1], Shoot[2], Streetwise[2], Teaching[2], Think Machine[4], Driving (Celestial Sailing)[3], Driving (Heavy Transport Vehicle)[3], Driving (Railway)[2], Linguistics (Urthish)[2], Lore (Anti-Alexius Hawkwoods)[2], Lore (Jumpweb)[2], Redemption (Mech)[2], Redemption (Tinkering)[2], Redemption (Volt)[2].

Shortcuts:Avoid being hit:AGI + Dodge (6), Discern emotions:AWA + Empathy (7), Keep focused on a task:WIL + Focus (7), Fencing:REF + Melee (8), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (8), Stabilize wounds:INT + Remedy (6), Charm others:PRE + Seduction (7), Fire a ranged weapon:REF + Shoot (9)

[000423 / ron_gorlig]

zaffarelli@gmail.com

Cassandra Varnovicz

A beautiful noblewoman

Female Urthish Castillan of from none Freefolk. Born in 4992 (29 years old)

Height: 164cm / Weight:56kg

Primary Attributes

Strength	4	Intellect	7	Tech	3
Constitution	3	Willpower	5	Reflexes	6
Body	4	Temper	5	Agility	4
Movement	3	Presence	7	Awareness	9

Secondary Attributes

Recovery	7	Stamina	1	Endurance	35	Stun	7
Resistance	12	Damage	0	Tolerance	10	Humanity	50
Passion	14	Wyrd	13	Speed	3	Run	6

Skills

Academia	2	Impress	1	Persuasion	3
Arts	1	Knavery	5	Politics	2
▪ <i>Painting</i>	3	Leadership	2	Remedy	2
Athletics	2	Linguistics	3	Science	1
Cybernetics	2	▪ <i>Kurgan</i>	2	▪ <i>Cybernetics</i>	1
Empathy	2	▪ <i>Signs Language</i>	2	Seduction	4
Etiquette	6	▪ <i>Urthish</i>	3	Shoot	4
Fight	2	Melee	3	Stealth	1
Focus	2	Observe	5	Teaching	2
Gunnery	1	Oratory	4	Think Machine	2

Blessings/Curses

Suspicious (2) , Vain (-2) .

Benefices/Afflictions

Assets (Cost:5 5000) , Medium Cyber Package (Cost:20 One notable enhancement.) , Nobility (Cost:3 Knight) , Rise Rank by 1 (Cost:2) .

Talents

Shortcuts

Discern emotions:AWA + Empathy (7), Keep focused on a task:WIL + Focus (7), Give orders to subsidiaries:PRE + Leadership (9), Fencing:REF + Melee (9), Notice something:AWA + Observe (14), Convince someone with arguments:PRE + Persuasion (10), Stabilize wounds:INT + Remedy (9), Charm others:PRE + Seduction (11), Fire a ranged weapon:REF + Shoot (10), Surgically implant cyber:TEC + Cybernetics (4)

Lifepaths

Race Urthish (140), **Upbringing** Rural Estate Decados (20), **Apprenticeship** Military Starman (25), **Early Career** Court Ambassador (48), **Tour of Duty** Diplomatic Mission (20), **Tour of Duty** Cybernetics Tweaked (20), **Worldly Benefits** Promotion & Rewards (7).

Narrative

Generated with *Dramatis Personae*

Oct. 31, 2021, 10:23 a.m.

Clayton Briggs (Huitzy Kawek)

Pneumatic Engineer

Male Urthish Sebacean Apprentice of from none Freefolk. Born in 4993 (28 years old)

Height: 171cm / Weight:63kg

Primary Attributes

Strength	5	Intellect	8	Tech	8
Constitution	4	Willpower	5	Reflexes	5
Body	5	Temper	3	Agility	4
Movement	4	Presence	5	Awareness	7

Secondary Attributes

Recovery	9	Stamina	2	Endurance	45	Stun	9
Resistance	10	Damage	1	Tolerance	8	Humanity	40
Passion	10	Wyrd	13	Speed	3	Run	8

Skills

Academia	2	Knavery	2	Remedy	1
Alchemy	1	Leadership	1	Science	3
Athletics	2	Linguistics	2	▪ <i>Engineering</i>	2
Bureaucracy	2	▪ <i>Urthish</i>	2	▪ <i>Physics</i>	2
Demolition	1	▪ <i>Urthtech</i>	2	▪ <i>Robotics</i>	2
Dodge	1	Magna Carta	2	Seduction	2
Empathy	2	Observe	4	Shadowing	2
Fight	5	Persuasion	4	Shoot	3
Focus	2	Politics	2	Streetwise	3
Heavy Weapons	1	Redemption	3	Teaching	4
Impress	2	▪ <i>Forbidden Lore</i>	2	Think Machine	3
Inquiry	2	▪ <i>Mech</i>	4	Trading	2
Interrogation	1	▪ <i>Volt</i>	4		

Blessings/Curses

Innovative (2) , Unnerving (-2) .

Benefices/Afflictions

Ally (Cost:2) , Assets (Cost:3 3000) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Freelancer Investment (Cost:2 +2 Assets) , Gossip Network (Cost:2 Planetwide) .

Talents

Weapons

1 POE #4 . P . WA:2 . P . P . DC:2D6+1 . Cal:n/a . ROF:1 . Clip:10 . RNG:30 . ST . £320

Armor

Armored Mesh Spacesuit Medium SP:8 (HE)(TO)(LA)(RA)(LL)(RL)

Shortcuts

Avoid being hit:AGI + Dodge (5), Discern emotions:AWA + Empathy (5), Keep focused on a task:WIL + Focus (7), Heavy weapon fire:REF + Heavy Weapons (6), Deduce from data:INT + Inquiry (10), Give orders to subsidiaries:PRE + Leadership (6), Notice something:AWA + Observe (11), Convince someone with arguments:PRE + Persuasion (9), Stabilize wounds:INT + Remedy (9), Charm others:PRE + Seduction (7), Fire a ranged weapon:REF + Shoot (8)

Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** City (15), **Apprenticeship** Guildhall Engineer (25), **Early Career** Mercenary Combat Engineer (48), **Tour of Duty** Entrepreneur (20), **Tour of Duty** Street Cartel Thug (20), **Worldly Benefits** Friends & Rewards (7).

Narrative

Bannished by the League after having though how to read and basic calculus to serfs.

Generated with *Dramatis Personae*

Oct. 31, 2021, 12:13 p.m.

Derek Paracelsus (Skornett)

League official
Male Urthish Enquist Consigliere of from none Freefolk. Born in 4994 (27 years old)
Height: 171cm / Weight:70kg

Primary Attributes

Strength	4	Intellect	7	Tech	5
Constitution	5	Willpower	5	Reflexes	6
Body	4	Temper	4	Agility	3
Movement	4	Presence	8	Awareness	7

Secondary Attributes

Recovery	9	Stamina	1	Endurance	45	Stun	9
Resistance	13	Damage	0	Tolerance	9	Humanity	45
Passion	11	Wyrd	13	Speed	3	Run	8

Skills

Academia	2	Focus	2	Observe	6
Acrobatics	1	Forgery	2	Persuasion	5
Alchemy	1	Gambling	1	Politics	2
Athletics	2	Gunnery	1	Redemption	1
Bureaucracy	3	Impress	1	■ <i>Tinkering</i>	1
Cryptography	1	Inquiry	3	Remedy	2
Cybernetics	1	Knavery	5	Security	2
Dodge	1	Leadership	1	Seduction	2
Dogma	1	Linguistics	2	Sneak	1
■ <i>Kurgan El-Diin</i>	1	■ <i>Kurgan</i>	2	Streetwise	6
Driving	2	■ <i>Urthish</i>	2	Teaching	2
■ <i>Celestial Sailing</i>	1	Lore	2	Think Machine	2
■ <i>Landcraft</i>	1	■ <i>Jumpweb</i>	2	Trading	5
Etiquette	1	■ <i>Poisons & Drugs</i>	2	Fight	3
Magna Carta	2				

Blessings/Curses

Curious (2) , Nosy (-2) .

Benefices/Afflictions

Ally (Cost:4) , Cash (Cost:1 100) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Freelancer Investment (Cost:2 +2 Assets) , Rise Rank by 1 (Cost:2) .

Talents

Weapons

1 Dirk . MELEE . WA:0 . J . E . DC:2D6+1 . STR:2 . RNG:0 . ST . £4
2 Scravers Light Revolver . P . WA:0 . J . C . DC:1D6+2 . Cal.:32 . ROF:3 . Clip:6 . RNG:50 . ST . £110

Armor

Armored Mesh Spacesuit Medium SP:8 (HE)(TO)(LA)(RA)(LL)(RL)

Shortcuts

Avoid being hit:AGI + Dodge (4), Keep focused on a task:WIL + Focus (7), Deduce from data:INT + Inquiry (10), Give orders to subsidiaries:PRE + Leadership (9), Notice something:AWA + Observe (13), Convince someone with arguments:PRE + Persuasion (13), Stabilize wounds:INT + Remedy (9), Charm others:PRE + Seduction (10)

Lifepaths

Race Urthish (140), **Upbringing** City (15), **Upbringing** Poor Class (5), **Apprenticeship** Streets Charioteers (25), **Early Career** Market Merchant (48), **Tour of Duty** Corporate Militia (20), **Tour of Duty** Entrepreneur (20), **Worldly Benefits** Promotion & Friends (7).

Narrative

Successful Provider of the League, Consigliere of Sio Tronen. Betrayed by the board members, frowning at his humanist views and how he managed to have the ear of Sio Tronen so easily.

Ellis McMoran (Zaharielle)

Hawkwood Soldier
Male Urthish Teutonic Lieutenant of from none Freefolk. Born in 4996 (25 years old)
Height: 176cm / Weight:67kg

Primary Attributes

Strength	6	Intellect	5	Tech	6
Constitution	5	Willpower	7	Reflexes	7
Body	6	Temper	3	Agility	4
Movement	5	Presence	4	Awareness	7

Secondary Attributes

Recovery	11	Stamina	2	Endurance	55	Stun	11
Resistance	11	Damage	1	Tolerance	10	Humanity	50
Passion	10	Wyrd	12	Speed	4	Run	10

Skills

Academia	3	Gunnery	2	▪ Mech	2
Athletics	2	Impress	3	Remedy	1
Bureaucracy	2	Inquiry	1	Security	3
Cryptography	2	Interrogation	1	Sensors	2
Demolition	2	Leadership	2	Shoot	6
Dodge	3	Linguistics	3	Spycraft	2
Driving	2	▪ Latin	1	Streetwise	2
▪ Celestial Sailing	2	▪ Signs Language	2	Surveillance	1
▪ Skycraft Piloting	1	▪ Urthish	2	Survival	2
Empathy	1	Magna Carta	1	Teaching	2
Etiquette	2	Observe	6	Think Machine	2
Fight	4	Persuasion	2	Focus	3

Redemption 1

Blessings/Curses

Bold (2) , Callous (-2) .

Benefices/Afflictions

Cash (Cost:3 600) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Rise Rank By 2 (Cost:4) .

Talents

Weapons

- 1 ACP15 Assault Rifle . RIF . WA:0 . J . C . DC:6D6+2 . Cal:7.62mm . ROF:10 . Clip:40 . RNG:400 . ST . £220
- 2 Dirk . MELEE . WA:0 . J . E . DC:2D6+1 . STR:2 . RNG:0 . ST . £4
- 3 Musters XZ128 . P . WA:0 . J . C . DC:6D6 . Cal:n/a . ROF:1 . Clip:6 . RNG:37.5 . ST . £680
- 4 Tarskin C34 . P . WA:2 . J . R . DC:7D6 . Cal:n/a . ROF:1 . Clip:10 . RNG:45.0 . VR . £2170

Armor

Armored Mesh Spacesuit Medium SP:8 (HE)(TO)(LA)(RA)(LL)(RL)

Shortcuts

Avoid being hit:AGI + Dodge (7), Discern emotions:AWA + Empathy (4), Keep focused on a task:WIL + Focus (10), Deduce from data:INT + Inquiry (6), Give orders to subsidiaries:PRE + Leadership (6), Notice something:AWA + Observe (13), Convince someone with arguments:PRE + Persuasion (6), Stabilize wounds:INT + Remedy (6), Fire a ranged weapon:REF + Shoot (13)

Lifepaths

Race Urthish (140), Upbringing City (15), Upbringing Wealthy Class (5), Apprenticeship Academy Muster (25), Early Career Royale House Soldier (48), Tour of Duty Icon Veteran (5019) (20), Tour of Duty Security Enforcer (20), Worldly Benefits High Promotion (7).

Narrative

Latest recruit of the Elite Garrison of Duchess Catherine Hawkwood, Ellis proudly served as bodyguard of Lady Michaela, grand daughter of Catherine. He served for three months until the coup of the Hapsburgh Hawkwoods. Taken as a prisoner he spent months in jails, until the warfront reached the Lemminkainen system. Here he was conscript to serve as a suicide fighter pilot. He was court maritaled after refusing to open fire on disabled enemy starships.

Generated with Dramatis Personae
Oct. 31, 2021, 10:25 a.m.

Gart

Serf

Male Urthish Urthish of from none Freefolk. Born in 5000 (21 years old)

Height: 168cm / Weight:62kg

Primary Attributes

Strength	5	Intellect	6	Tech	3
Constitution	4	Willpower	3	Reflexes	5
Body	5	Temper	3	Agility	3
Movement	4	Presence	5	Awareness	6

Secondary Attributes

Recovery	9	Stamina	2	Endurance	45	Stun	9
Resistance	8	Damage	1	Tolerance	6	Humanity	30
Passion	9	Wyrd	11	Speed	3	Run	8

Skills

Academia	2	Focus	3	Observe	4
Athletics	3	Impress	1	Persuasion	3
Beastcraft	2	Inquiry	1	Redemption	1
Dogma	1	Knavery	1	▪ <i>Tinkering</i>	3
▪ <i>Church of the</i>	2	Linguistics	1	Remedy	2
<i>Celestial Sun</i>					
Driving	1	▪ <i>Urthish</i>	2	Streetwise	3
▪ <i>Landcraft</i>	2	Lore	1	Teaching	2
Fight	3	▪ <i>Spacesuit</i>	2	Trading	1

Blessings/Curses

Curious (2) , Nosy (-2) .

Benefices/Afflictions

Escaped Serf (Cost:-2) , Obligation (Cost:-1) .

Talents

Weapons

1 Knife . MELEE . WA:○ . P . E . DC:1D6+1 . STR:1 . RNG:○ . ST . £2

Armor

Spacesuit Soft SP:3 (HE)(TO)(LA)(RA)(LL)(RL)

Shortcuts

Keep focused on a task:WIL + Focus (6), Deduce from data:INT + Inquiry (7), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (8), Stabilize wounds:INT + Remedy (8)

Lifepaths

Race Urthish (140), **Upbringing** City (15), **Upbringing** Serfdom (15), **Apprenticeship** Streets Charioteers (25).

Narrative

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Oct. 31, 2021, 10:23 a.m.

Gustavo Salamenca de Acero (Guilee)

Hazat Knight

Male Urthish Castillan Baronet of from none Nobility. Born in 4997 (24 years old)

Height: 174cm / Weight:73kg

Primary Attributes

Strength	4	Intellect	4	Tech	3
Constitution	6	Willpower	6	Reflexes	5
Body	5	Temper	6	Agility	6
Movement	5	Presence	4	Awareness	8

Secondary Attributes

Recovery	10	Stamina	2	Endurance	55	Stun	11
Resistance	10	Damage	0	Tolerance	12	Humanity	60
Passion	14	Wyrd	9	Speed	3	Run	10

Skills

Academia	3	Gambling	2	Persuasion	3
Acrobatics	2	Impress	5	Redemption	1
Alchemy	2	Knavery	2	▪ <i>Mech</i>	1
Athletics	4	Linguistics	1	Remedy	2
Bribery	1	▪ <i>Urthish</i>	2	Security	1
Disguise	1	Lore	1	Shadowing	1
Dodge	4	▪ <i>Jumpweb</i>	2	Shoot	3
Empathy	3	Melee	7	Sneak	3
Etiquette	3	Observe	4	Stoic Mind	2
Fight	2	Oratory	2	Streetwise	3
Focus	3	Performance	1	Teaching	2
Forgery	4	▪ <i>Music</i>	2		

Blessings/Curses

Disciplined (2) , Vengeful (-2) .

Benefices/Afflictions

Addiction (Cost:-1) , Assets (Cost:5 5000) , Fencing Actions (Bronze sword) (Cost:6 Manoeuvres 1, 2 and 3 Requires Melee Skill at 3) , Householder (Cost:1) , Rise Rank by 1 (Cost:2) .

Talents

Weapons

1 De Aragonesque Rapier . MELEE . WA:1 . L . P . DC:3D6+3 . STR:3 . RNG:1 . VR . £120

Armor

Millenium Synthsilk Soft SP:5 (TO)(LA)(RA)(LL)(RL)

Energy Shield

Standard 10/15 Hits:10 usage:(Soft - -)

Shortcuts

Avoid being hit:AGI + Dodge (10), Discern emotions:AWA + Empathy (9), Keep focused on a task:WIL + Focus (9), Fencing:REF + Melee (12), Notice something:AWA + Observe (12), Convince someone with arguments:PRE + Persuasion (7), Stabilize wounds:INT + Remedy (6), Fire a ranged weapon:REF + Shoot (8), Iron will:WIL + Stoic Mind (8)

Lifepaths

Race Urthish (140), **Upbringing** Rural Estate Hazat (20), **Apprenticeship** Leisure Duelist (25), **Early Career** Defrocked Noble (48), **Tour of Duty** House Duellist (20), **Tour of Duty** Junkie in satin (20), **Worldly Benefits** Promotion & Rewards (7).

Narrative

An honorable man, Gustavo was forced to bear the accusation of crime to his best friend, Alfonso Rolas de Hazat, whom would bring bad press to his father by being put to a trial. A lot more that this duel accident was unveiled, and all charges were put on the head of Gustavo.

Kit Solonia

Wounded Engineer

Male Urthish Castillan of from none Freefolk. Born in 4988 (33 years old)

Height: 165cm / Weight:54kg

Primary Attributes

Strength	4	Intellect	9	Tech	6
Constitution	4	Willpower	5	Reflexes	5
Body	4	Temper	3	Agility	3
Movement	4	Presence	9	Awareness	6

Secondary Attributes

Recovery	8	Stamina	1	Endurance	40	Stun	8
Resistance	14	Damage	0	Tolerance	8	Humanity	40
Passion	9	Wyrd	14	Speed	3	Run	8

Skills

Academia	3	Inquiry	2	▪ <i>Forbidden Lore</i>	2
Athletics	3	Knavery	1	▪ <i>Mech</i>	4
Beastcraft	1	Leadership	1	▪ <i>Tinkering</i>	2
Bureaucracy	4	Linguistics	2	▪ <i>Volt</i>	3
Cybernetics	1	▪ <i>Urthish</i>	2	Remedy	4
Driving	3	▪ <i>Urthtech</i>	2	Science	1
▪ <i>Celestial Sailing</i>	2	Lore	1	▪ <i>Engineering</i>	3
▪ <i>Heavy Transport</i>	3	▪ <i>Spacesuit</i>	2	Seduction	2

Vehicle

▪ <i>Railway</i>	1	Magna Carta	2	Sensors	2
Empathy	2	Melee	1	Teaching	3
Etiquette	2	Observe	4	Think Machine	3
Fight	2	Persuasion	4	Trading	2
Focus	4	Politics	2	Impress	1

Redemption 4

Blessings/Curses

Curious (2) , Nosy (-2) .

Benefices/Afflictions

Ally (Cost:2) , Assets (Cost:3 3000) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Freelancer Investment (Cost:2 +2 Assets) , Gossip Network (Cost:2 Planetwide) .

Talents

Weapons

1 Avaneir Blaster Pistol . P . WA:0 . J . P . DC:3D6+1 . Cal:n/a . ROF:1 . Clip:10 . RNG:30 . VR . £730
2 Dirk . MELEE . WA:0 . J . E . DC:2D6+1 . STR:2 . RNG:0 . ST . £4

Armor

Armored Mesh Spacesuit Medium SP:8 (HE)(TO)(LA)(RA)(LL)(RL)

Shortcuts

Discern emotions:AWA + Empathy (5), Keep focused on a task:WIL + Focus (9), Deduce from data:INT + Inquiry (11), Give orders to subsidiaries:PRE + Leadership (10), Fencing:REF + Melee (6), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (13), Stabilize wounds:INT + Remedy (13), Charm others:PRE + Seduction (11)

Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** Town (15), **Apprenticeship** Guildhall Charioteers (25), **Early Career** Starship Engineer (48), **Tour of Duty** Craftman (20), **Tour of Duty** Entrepreneur (20), **Worldly Benefits** Friends & Rewards (7).

Narrative

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Oct. 31, 2021, 10:24 a.m.

Konrad Grimler (Vinlhy)

Former Governor of Galtheist Station
 Male Urthish Teutonic of from none Freefolk. Born in 4990 (31 years old)
 Height: 171.34203cm / Weight:71.2845056732224kg

Primary Attributes

Strength	3	Intellect	9	Tech	4
Constitution	5	Willpower	6	Reflexes	4
Body	5	Temper	4	Agility	4
Movement	4	Presence	5	Awareness	9

Secondary Attributes

Recovery	8	Stamina	2	Endurance	50	Stun	10
Resistance	11	Damage	0	Tolerance	10	Humanity	50
Passion	13	Wyrd	13	Speed	2	Run	8

Skills

Academia	4	Impress	2	Observe	4
Acrobatics	1	Inquiry	3	Oratory	4
Arts	1	Knavery	1	Persuasion	2
▪ <i>Rhetoric</i>	1	Leadership	2	Politics	3
Athletics	3	Linguistics	3	Redemption	1
Bribery	4	▪ <i>Latin</i>	3	▪ <i>Tinkering</i>	1
Bureaucracy	5	▪ <i>Scravers' Cant</i>	1	Security	2
Cryptography	2	▪ <i>Urthish</i>	2	Shoot	2
Dodge	2	Local Expert	1	Sneak	1
Etiquette	3	▪ <i>Cybernetics Black Market</i>	2	Stealth	2
Fight	2	Lore	2	Streetwise	1
Focus	3	▪ <i>Imperial Politics</i>	2	Teaching	2
Forgery	3	▪ <i>Sathraists</i>	1	Think Machine	3
Gambling	1	Magna Carta	3	Trading	1

Blessings/Curses

Mammon (-2) , Shrewd (2) .

Benefices/Afflictions

Cash (Cost:3 600) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Rise Rank By 2 (Cost:4) .

Talents

Weapons

1 Decados "Maiden Escort" Palm Blaster . P . WA:2 . P . R . DC:2D6+3 . Cal:n/a .
 ROF:1 . Clip:5 . RNG:30 . VR . £690
 2 Dirk . MELEE . WA:0 . J . E . DC:2D6+1 . STR:2 . RNG:0 . ST . £4

Armor

Synthsilk Soft SP:3 (TO)(LA)(RA)(LL)(RL)

Shortcuts

Avoid being hit:AGI + Dodge (6), Keep focused on a task:WIL + Focus (9), Deduce from data:INT + Inquiry (12), Give orders to subsidiaries:PRE + Leadership (7), Notice something:AWA + Observe (13), Convince someone with arguments:PRE + Persuasion (7), Fire a ranged weapon:REF + Shoot (6)

Lifepaths

Race Urthish (140), **Upbringing** City (15), **Upbringing** Wealthy Class (5), **Apprenticeship** Academy Reeves (25), **Early Career** Thief (48), **Tour of Duty** Bailliff (20), **Tour of Duty** Corporate Executive (20), **Worldly Benefits** High Promotion (7).

Narrative

Violence and ostracism, that was the daily bread of the residents of Galtheist Station. The rise to power of undersecretary Grimler added a touch of blackmail and undercover bakshish to the picture. He was destituted six month ago.

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Oct. 31, 2021, 10:24 a.m.

Logun Bran Tazin

A slender obuni female

Female Ur Obun Ur Obun of from none Freefolk. Born in 4974 (47 years old)

Height: 173cm / Weight:50kg

Primary Attributes

Strength	3	Intellect	8	Tech	5
Constitution	3	Willpower	7	Reflexes	4
Body	3	Temper	8	Agility	3
Movement	4	Presence	8	Awareness	6

Secondary Attributes

Recovery	6	Stamina	1	Endurance	30	Stun	6
Resistance	15	Damage	0	Tolerance	15	Humanity	75
Passion	14	Wyrd	12	Speed	2	Run	8

Skills

Academia	3	Inquiry	3	Politics	3
Arts	1	Knavery	1	Security	2
■ Music	2	Linguistics	2	Seduction	4
Dogma	3	■ Obuni	1	Shoot	2
■ Obun Bintaru	1	■ Urthish	2	Spycraft	2
■ Obun	1	Lore	1	Stoic Body	2

Voavenlohjun

■ Stellar Apocryphon	1	■ House Hawkwood	2	Stoic Mind	4
Empathy	6	Observe	4	Teaching	2
Etiquette	5	Occult Arts	2	Think Machine	2
Fight	2	Oratory	4	Focus	5
Persuasion	4				

Blessings/Curses

Condescending (-2) , Just (2) .

Benefices/Afflictions

Ally (Cost:4) , Cash (Cost:1 100) , Occult Mastery 1 (Cost:6 Main Path: Power Level 1, 2 & 3) , Ordained (Cost:3 Novitiate / Apprentice / Novitiate) , Rise Rank by 1 (Cost:2) .

Talents

Shortcuts

Discern emotions:AWA + Empathy (14), Keep focused on a task:WIL + Focus (12), Deduce from data:INT + Inquiry (11), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (12), Charm others:PRE + Seduction (12), Fire a ranged weapon:REF + Shoot (6), Iron will:WIL + Stoic Mind (11)

Lifepaths

Race Ur Obun (140), **Upbringing** Velisamil Ur Obun (20), **Apprenticeship** Umo'rin Voice (25), **Early Career** Umo'rin Counselor (48), **Tour of Duty** Noble Confessor (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Promotion & Friends (7).

Narrative

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Oct. 31, 2021, 10:24 a.m.

Regie Copram

A young and brilliant starpilot

Female Urthish Kaanic of from none Freefolk. Born in 4987 (34 years old)

Height: 168.94729999999998cm / Weight: 65.84889006997963kg

Primary Attributes

Strength	3	Intellect	9	Tech	5
Constitution	4	Willpower	7	Reflexes	7
Body	5	Temper	3	Agility	3
Movement	3	Presence	7	Awareness	7

Secondary Attributes

Recovery	7	Stamina	2	Endurance	45	Stun	9
Resistance	14	Damage	0	Tolerance	10	Humanity	50
Passion	10	Wyrd	16	Speed	4	Run	6

Skills

Academia	2	Gunnery	3	Persuasion	2
Athletics	3	Impress	1	Redemption	1
Cryptography	2	Inquiry	1	■ <i>Tinkering</i>	2
Demolition	2	Linguistics	2	Remedy	3
Dogma	1	■ <i>Urthish</i>	2	Seduction	1
■ <i>Vuldrok Erdgheist</i>	1	■ <i>Vuldrok</i>	1	Sensors	3
Driving	4	Local Expert	1	Shoot	2
■ <i>Celestial Sailing</i>	6	■ <i>Hargard</i>	2	Spycraft	2
■ <i>Heavy Transport</i>	2	Lore	1	Streetwise	2
<i>Vehicle</i>					
■ <i>Railway</i>	2	■ <i>Jumpweb</i>	2	Survival	3
■ <i>Skycraft Piloting</i>	2	Magna Carta	1	Teaching	2
Empathy	2	Melee	1	Think Machine	4
Fight	2	Navigation	3	Focus	2
Observe	7				

Blessings/Curses

Curious (2) , Nosy (-2) .

Benefices/Afflictions

Ally (Cost:4) , Cash (Cost:1 100) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Rise Rank by 1 (Cost:2) , Well-Traveled (Cost:3 Major house Fief) .

Talents

Shortcuts

Discern emotions:AWA + Empathy (5), Keep focused on a task:WIL + Focus (9), Deduce from data:INT + Inquiry (10), Fencing:REF + Melee (8), Notice something:AWA + Observe (14), Convince someone with arguments:PRE + Persuasion (9), Stabilize wounds:INT + Remedy (12), Charm others:PRE + Seduction (8), Fire a ranged weapon:REF + Shoot (9)

Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** City (15), **Apprenticeship** Guildhall Charioteers (25), **Early Career** Starship Pilot (48), **Tour of Duty** Icon Veteran (5019) (20), **Tour of Duty** Star Nations Veteran (5007) (20), **Worldly Benefits** Promotion & Friends (7).

Narrative

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Oct. 31, 2021, 10:24 a.m.

Ron Gorlig

A old starpilot

Male Urthish Castillan Lieutenant of from none Freefolk. Born in 4966 (55 years old)

Height: 174.934125cm / Weight:67.01429857493105kg

Primary Attributes

Strength	5	Intellect	4	Tech	5
Constitution	5	Willpower	5	Reflexes	7
Body	6	Temper	6	Agility	3
Movement	5	Presence	6	Awareness	6

Secondary Attributes

Recovery	10	Stamina	2	Endurance	55	Stun	11
Resistance	11	Damage	1	Tolerance	11	Humanity	55
Passion	12	Wyrd	11	Speed	4	Run	10

Skills

Academia	2	Fight	4	Persuasion	2
Acrobatics	3	Focus	2	Redemption	3
Alchemy	1	Forgery	2	▪ <i>Mech</i>	2
Athletics	4	Gunnery	3	▪ <i>Tinkering</i>	2
Beastcraft	1	Impress	3	▪ <i>Volt</i>	2
Bureaucracy	3	Interrogation	1	Remedy	2
Cryptography	1	Knavery	1	Security	3
Cybernetics	1	Linguistics	1	Seduction	1
Dodge	3	▪ <i>Urthish</i>	2	Sensors	1
Driving	3	Lore	2	Shadowing	1
▪ <i>Celestial Sailing</i>	3	▪ <i>Anti-Alexius</i>	2	Shoot	2
		<i>Hawkwoods</i>			
▪ <i>Heavy Transport</i>	3	▪ <i>Jumpweb</i>	2	Streetwise	2
<i>Vehicle</i>					
▪ <i>Railway</i>	2	Melee	1	Teaching	2
Empathy	1	Observe	4	Think Machine	4

Blessings/Curses

Curious (2) , Nosy (-2) .

Benefices/Afflictions

Ally (Cost:4) , Cash (Cost:1 100) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Rise Rank by 1 (Cost:2) .

Talents

Weapons

1 Avaneir Blaster Pistol . P . WA:o . J . P . DC:3D6+1 . Cal:n/a . ROF:1 . Clip:10 . RNG:30 . VR . £730

2 Dirk . MELEE . WA:o . J . E . DC:2D6+1 . STR:2 . RNG:o . ST . £4

Armor

Armored Mesh Spacesuit Medium SP:8 (HE)(TO)(LA)(RA)(LL)(RL)

Shortcuts

Avoid being hit:AGI + Dodge (6), Discern emotions:AWA + Empathy (7), Keep focused on a task:WIL + Focus (7), Fencing:REF + Melee (8), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (8), Stabilize wounds:INT + Remedy (6), Charm others:PRE + Seduction (7), Fire a ranged weapon:REF + Shoot (9)

Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** Country (15), **Apprenticeship** Guildhall Charioteers (25), **Early Career** Starship Gunner (48), **Tour of Duty** Corporate Militia (20), **Tour of Duty** Street Cartel Thug (20), **Worldly Benefits** Promotion & Friends (7).

Narrative

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