

# ALLIANCE ENGINEER

# Sinclair Tate

"I didn't know they still made parts for these! They don't? Well, that explains your problem."

You were born on Colchester, a moon orbiting Londinium, to a large, middle-class family filled with doctors, traders, lawyers, and magistrates. You never felt like you fit in, though, and were always itchin' to make a name for yourself. Thanks to a recruitment officer willing to take a "registration expediency fee," you signed on a year early to an Alliance military vessel and never looked back. The dark, cramped bowels of an Alliance cruiser weren't as luxurious as the house you grew up in, but the other engineers became your brothers and the crew of the vessel your new family. You saw plenty of action during the Unification War, making sure your ship kept those Browncoats on the run.

Unfortunately, the creative paperwork that began your career ended up as your undoing. You were discharged for submitting a false identity, a status that occasionally causes you trouble when you submit your ident card for something. Most legitimate shipping concerns won't touch you with a three meter pole. Luckily, there are plenty of small time traders and unregistered smugglers who need a good engineer more than they need a shiny occupational history.

You keep your engine room tidy. It's the one part of the ship you insist on holding up to your old standards. You're still adjusting to how ships in the black function without proper parts and maintenance. Bending the rules isn't your style, but you've come to understand a certain amount of operational flexibility while keeping a ship like this in the air. You make sure your engine runs on the right parts and you turn a blind eye when those parts show up after a job, no questions asked.

## ATTRIBUTES

MENTAL **10**

PHYSICAL **8**

SOCIAL **6**

## SKILLS

CRAFT **8**

KNOW **6** *Starships*

SHOOT **6**

DRIVE **6**

LABOR **4**

SNEAK **4**

FIGHT **4**

MOVE **4**

SURVIVE **4**

FIX **12** *Engines*

NOTICE **4**

THROW **10** *Baseball*

FLY **8**

OPERATE **8** *Shipboard Computers*

TREAT **4**

FOCUS **4**

PERFORM **4**

TRICK **4**

## DISTINCTIONS

### ENGINEER **8**

*There are a lot of laws you follow. Newton's second, for example.*

- Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- Applied Physics:* When you have the time to calculate the trajectory of your throw, spend 1 PP to double **Throw** for a roll.
- Rush Job:* During a Timed Action that requires repairs or construction, you may take or step up a **Shoddy Workmanship** Complication to add an extra beat.

HIGHLIGHTED SKILLS: **CRAFT, FIX, THROW**

### RESEARCHER **8**

*The scientific method isn't just for the lab. It's a way of life.*

- Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- Eureka:* When you fail a roll trying to gather information or collect data, spend 1 PP to gain a Big Damn Hero Die equal to your **Know**.
- Hypothesize:* Spend 1 PP to create an Asset based on your current hypothesis. Crewmembers who use the Asset can spend 1 PP to step it up after a successful Action, to a **D10** maximum. If any Action with the Asset fails, remove it from play.

HIGHLIGHTED SKILLS: **CRAFT, FIX, FLY**

### TECHNOLOGIST **8**

*Where do you get all these wonderful toys?*

- Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- Early Adopter:* When you encounter a new technological marvel, step back **Focus** for the scene and create a representative **D8** Asset.
- Familiar Controls:* Step up **Operate** the first time you use a piece of tech that is similar to one of your Signature Assets.

HIGHLIGHTED SKILLS: **DRIVE, FLY, OPERATE**

## SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

- Experimental Drone **D8**:** Workin' for the Alliance meant playin' with all the best toys, and sometimes improving 'em. That's where your robotic friend came from. It ain't perfect, not by a long-shot, but it's good enough to help you in your work, especially with all the tinkering you've done on it.

**Customized Toolkit **D8**:** You learned early on in your service that you're only as good as your toolkit, and you've made sure your customized kit is a gorramn bag of magic tricks. Sure, you've got all the standard miscellany, but you've also got all the tools you've invented on your own, the ones unique to you. With that kit, you can work miracles.



## FORMER COMPANION

"What is it Lucifer said, Shepherd? Better to reign in hell than serve in heaven?"

You were born on the moon Xiaojie with the planet Sihnon hanging in the sky like a doting mother. As a child, you said goodbye to your mother every night after she turned out the light. You still remember the moment you discovered the Companion's Guild and how your heart beat so fast when you found out they lived on that beautiful jewel of a world. You were the best and brightest in your studies, and it seemed nothing could tarnish your dreams.

The details of how you came to exile are still too fresh to think about. What matters is that you cannot return to Sihnon or Xiaojie. Any of the other Core Planets make you uncomfortable, too. There are too many memories, clients, and questions for you to deal with. You were cast out of your House and are now forced to wander from planet to planet, full of long lonely nights staring out your window thinking about what you've done. Was it truly your fault? Can you ever fix things to return home?

You call it a sabbatical. As long as nobody confirms it with a wave back home, you can still ply your trade in a subtle way. Even if your official standing is revoked, you still have the skills and abilities of a Companion. They can't undo what you spent all your life training to be because of a single mistake. The 'Verse is a cold, hard place and everyone—not just the rich and privileged—deserve someone who can offer comfort and joy for a few fleeting moments. Even out here in the black, you can still look to Sihnon and feel her light on your face.

## Yu Wilson

### ATTRIBUTES

MENTAL **6**

PHYSICAL **8**

SOCIAL **10**

### SKILLS

CRAFT **6**

KNOW **6** *Core Worlds*

SNEAK **4**

DRIVE **8**

LABOR **6**

SURVIVE **4**

FIGHT **4**

MOVE **10**

THROW **6**

FIX **4**

NOTICE **8** *Motives*

TREAT **4**

FLY **6**

OPERATE **4**

TRICK **4**

FOCUS **4**

PERFORM **8** *Parties*

INFLUENCE **10** *Seduction*

SHOOT **4**

### DISTINCTIONS

#### FORMER COMPANION **8**

*You trained as a Companion, but left that life behind to follow your own path.*

- Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- Old Habits Die Hard*: Step up a Complication to double or step up **Social** for all **Influence**, **Notice**, and **Perform** rolls in a scene.
- Fiercely Independent*: Gain 1 PP when you reject someone else's plans to strike out on your own.

HIGHLIGHTED SKILLS: **NOTICE, INFLUENCE, PERFORM**

#### FREE SPIRIT **8**

*You go where the wind takes you.*

- Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- New Horizons*: Step up or double **Drive** or **Fly** when you first take a vehicle somewhere new.
- Unbound*: Spend 1 PP to double **Physical** when attempting to escape from bonds or a cell.

HIGHLIGHTED SKILLS: **DRIVE, FLY, MOVE**

#### FRIENDS IN LOW PLACES **8**

*Those of us on the Rim don't have much, but we stick together. There's a power in that.*

- Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- I Know a Guy*: Spend 1 PP to create a **D8** Asset when you call in a shady friend with the skills you need.
- Rumor Mill*: When you try to get information from your contacts, make a **Social + Know** roll. If successful, create a **D6** Asset about the information. Take a **Half the Story D8** Complication to step up the new Asset.

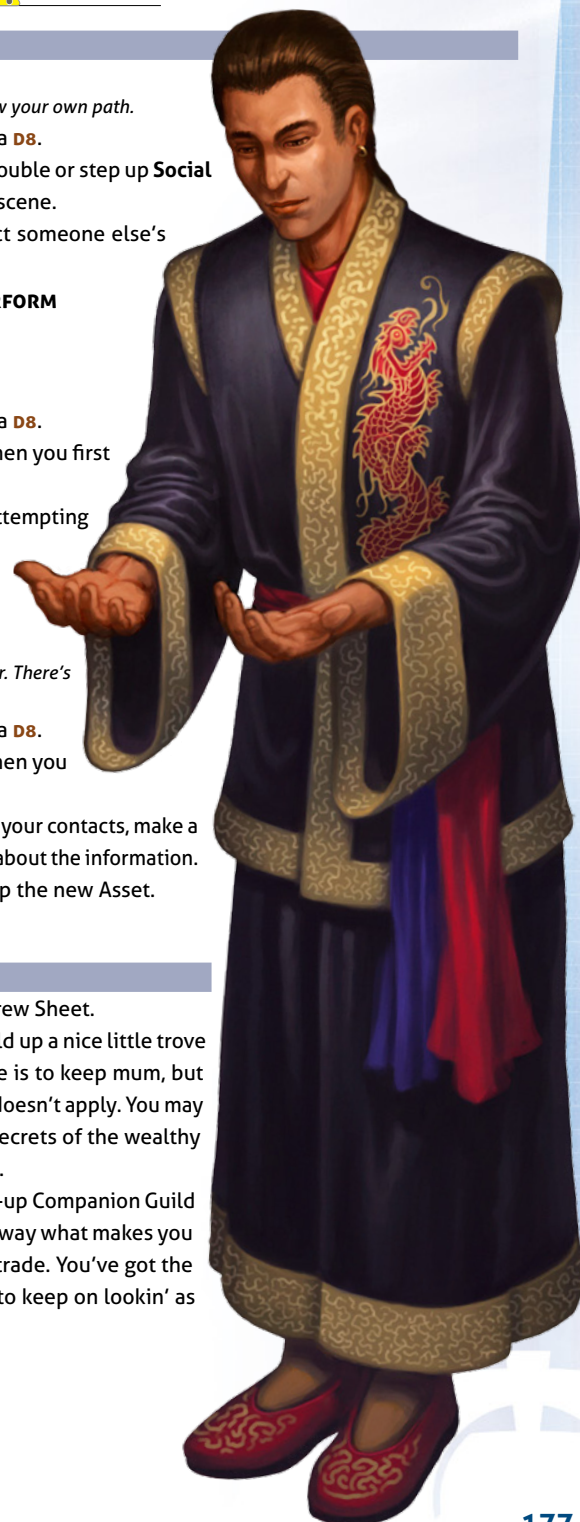
HIGHLIGHTED SKILLS: **CRAFT, LABOR, THROW**

### SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

- Little Black Book D8**: Work as a Companion, you'll build up a nice little trove of secrets and embarrassments. Companion code is to keep mum, but when you're not a Companion anymore, the code doesn't apply. You may not tell everybody 'bout your little book full of secrets of the wealthy and powerful, but you're sure not afraid to use it.

**Companion's Finery D8**: Doesn't matter if those stuck-up Companion Guild stoolies took away your license. They can't take away what makes you a Companion, and that includes the tools of the trade. You've got the wardrobe, fancy accessories, and tools required to keep on lookin' as regal as a Companion should.



# HIGH STAKES GAMBLER

# Jesse McDonnell

"Deal out the cards. They can take me to jail when I'm good and ready."

You've got an itch that can't be scratched. You tempt the gods often, on account of your insatiable hunger. There ain't a game you won't play—or bet on. You like cards, dice, cockfights, wrestling, races...heck, you've even bet on a game of *Chinese Checkers* once or twice. You gamble to win and when you don't, you keep on bettin' and playin' until you're forced to stop. That's when things get a little ugly, for you ain't afraid of losin'. You're invincible.

You were in that damnable War right on the front lines at the Battle of Du-Khang. Just a soldier, an Independent, who took a chance on the underdog. You bet high and threw everythin' into your duties, figurin' that you and your fellow Browncoats would take down those *jian huo*. Instead you experienced somethin' you could never forget. You were fightin' alongside your best friend, and what happened? She died. Walking right onto the field of battle—bullets and laser blasts zippin' right past—you shot the *ben dan* who murdered your friend. When you got you got back to your bunker, you didn't have a scratch on you.

Truth be told, that's when you started gambling. Ever since that day, you've never been able to resist tryin' your luck. You don't keep track of your wins and losses. All you've got is the game, 'cause that's the only thing that makes sense.

## ATTRIBUTES

MENTAL **8**      PHYSICAL **6**      SOCIAL **10**

## SKILLS

CRAFT <b>4</b>	KNOW <b>10</b> <i>Statistics</i>	SNEAK <b>4</b>
DRIVE <b>4</b>	LABOR <b>4</b>	SURVIVE <b>4</b>
FIGHT <b>4</b>	MOVE <b>4</b>	THROW <b>4</b>
FIX <b>4</b>	NOTICE <b>10</b>	TREAT <b>6</b> <i>Optimist</i>
FLY <b>4</b>	OPERATE <b>4</b>	TRICK <b>12</b> <i>Sleight of Hand</i>
FOCUS <b>8</b>	PERFORM <b>4</b>	
INFLUENCE <b>8</b> <i>Gambling</i>	SHOOT <b>6</b>	

## DISTINCTIONS

### GAMBLER **8**

*The greater the risk, the greater the thrill. You're addicted to the luck of the draw.*

- Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- Risky Business*: If you replace your Skill die in a roll with a **D4**, you get a Big Damn Hero Die equal to that Skill's normal die rating if you successfully set or raise the stakes.
- All or Nothing*: When you are about to be Taken Out in a scene, spend 1 PP to reroll your dice. If you fail to set or raise the stakes on your second roll, you cannot spend a PP to stay in the fight.

HIGHLIGHTED SKILLS: **FOCUS, NOTICE, TRICK**

### SMOOTH TALKER **8**

*You can talk your way out of a life sentence or into a locked room. Just don't make promises you can't keep.*

- Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- Gift of Gab*: Spend 1 PP to double your **Influence** die for your next roll.
- Start Fresh*: Spend 1 PP at the beginning of a scene to step back all of your social or mental-based Complications by one.

HIGHLIGHTED SKILLS: **INFLUENCE, KNOW, TRICK**

### READER **8**

*You know things you shouldn't. Some call you a witch. They're just scared of what you represent.*

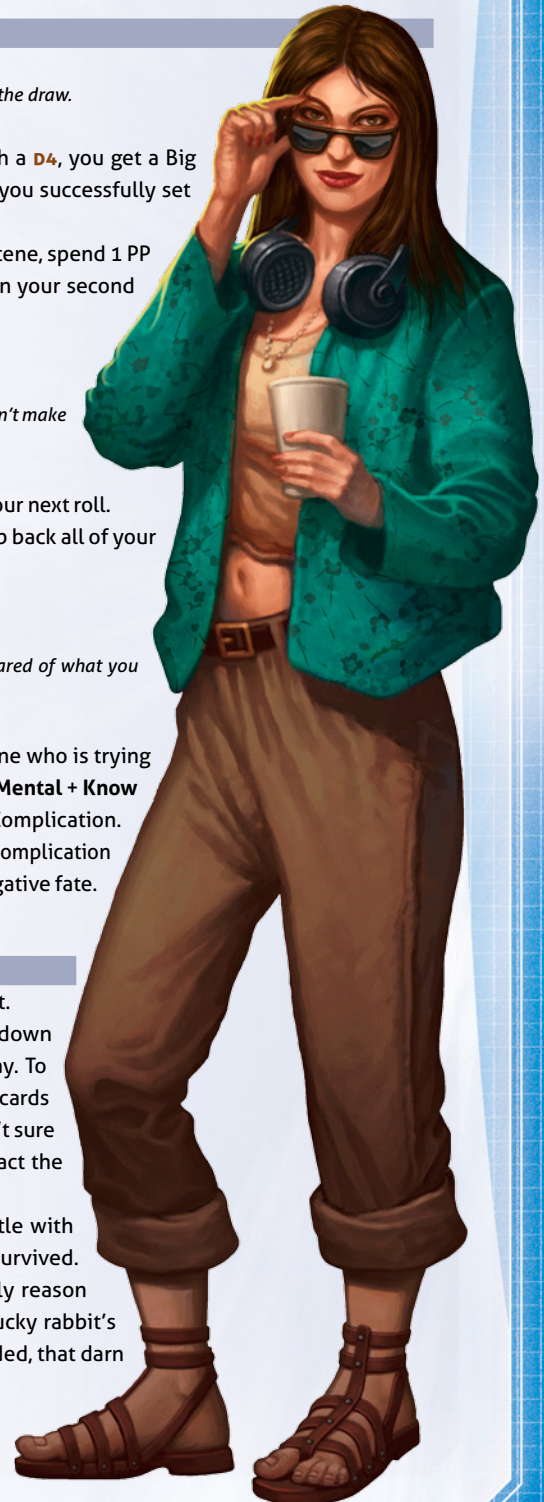
- Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- Secrets, Secrets*: When you are in the presence of someone who is trying to keep a secret, spend 1 PP to discover the secret with a **Mental + Know** Action. If your Action fails, create or step up a **Paranoid** Complication.
- Psychic Flashes*: Once per scene, spend 1 PP to create a **D8** Complication on a Gamemaster character by blurring out a secret or negative fate.

HIGHLIGHTED SKILLS: **FOCUS, INFLUENCE, NOTICE**

## SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

- Fake Ident Cards D8**: You've got a terrible habit and deep down inside you know your reputation is spreadin' in a bad way. To set your mind at ease, you've got a collection of fake ident cards that you use to get yourself out of trouble. Though you ain't sure who you'll pretend to be next, your ident cards will distract the Law when need be.
- Lucky Rabbit's Foot D8**: You walked across that field of battle with those gorravn laser blasts whizzing past your ear and survived. Was it skill? Your charming demeanor? Hell, no. The only reason why you're still alive and kickin' is because you carry a lucky rabbit's foot. Never mind how you've been farin' after the War ended, that darn foot is helpin' you keep it together.



# SECURITY PROFESSIONAL

# Andy Borne

"To me, it really does matter if you are worth the bullet."

Maybe you were born with the cold of St. Albans already in your heart. You grew up as heir to a failed mine that was difficult to manage in the ice and snow. With your prospect played out, you offered your strong arm and quick gun to anyone willing to pay you to protect their claim. You made more money in a year than your family did in ten. When you realized the potential life you could live away from that frozen rock, you hopped aboard an outbound mining freighter to make your fortune by protecting others.

You didn't fight in the Unification War but you've seen plenty of battles caused by it. Five years on, there's still a lot of old wounds and hard feelings on both sides. Politics don't concern you, but the money folks are willing to spend on it does. You won't take every job, but you will at least consider it. You shoot straight and explain to people why you accept or deny a contract. Some people appreciate the honesty. Some try to draw down on you. You can easily handle both outcomes.

You've branched out into long-term contracts with your most recent assignment. You figure this gig is easy money while the ship is in motion, and your years of experience will carry you past any local trouble. If you get bored, you can find a side job or two to hold your attention. If you stick around long enough to grow attachments, that might be some unexplored territory, but you'll cross that bridge when you come to it.

## ATTRIBUTES

MENTAL **8**      PHYSICAL **10**      SOCIAL **6**

## SKILLS

CRAFT <b>4</b>	INFLUENCE <b>4</b>	SHOOT <b>10</b>
DRIVE <b>4</b>	KNOW <b>4</b>	SNEAK <b>4</b>
FIGHT <b>12</b> <i>Close Quarters</i>	LABOR <b>8</b>	SURVIVE <b>4</b>
FIX <b>4</b>	MOVE <b>8</b>	THROW <b>4</b>
FLY <b>4</b>	NOTICE <b>10</b> <i>Surveillance</i>	TREAT <b>8</b> <i>First Aid</i>
FOCUS <b>4</b>	OPERATE <b>4</b>	TRICK <b>4</b>
	PERFORM <b>4</b>	

## DISTINCTIONS

### HIRED MUSCLE **8**

*You look tough, but looks aren't everything.*

- Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- Blunt Instrument:* When you fight dirty or use brute force to solve a problem, step up your **Labor** or **Fight** until the end of the current scene. Step back **Social** until the end of the next scene.
- Looming Shadow:* When you rely on your imposing size to intimidate someone, use **Physical** instead of **Social**. Both 1s and 2s count as jinxes on the roll.

HIGHLIGHTED SKILLS: **FIGHT, LABOR, NOTICE**

### SCRAPPER **8**

*You've been in more tussles than you can count. Won most of 'em, too.*

- Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- Sucker Punch:* Double **Fight** for the first round of an Action Order. Take or step up a social Complication after the roll.
- Victorious:* When you Take Out a Major GMC, spend 1 PP to step back a physical Complication twice.

HIGHLIGHTED SKILLS: **FIGHT, LABOR, MOVE**

### STRONG, SILENT TYPE **8**

*You're big, strong, and you follow orders. You get trusted with valuable things of all sorts.*

- Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- Silent Protector:* Gain 1 PP when you do what's best for your charge, not your master.
- Get Behind Me:* Step up a Complication involving your charge to step up an Asset from a **D6** to a **D8**.

HIGHLIGHTED SKILLS: **FIGHT, NOTICE, SHOOT**

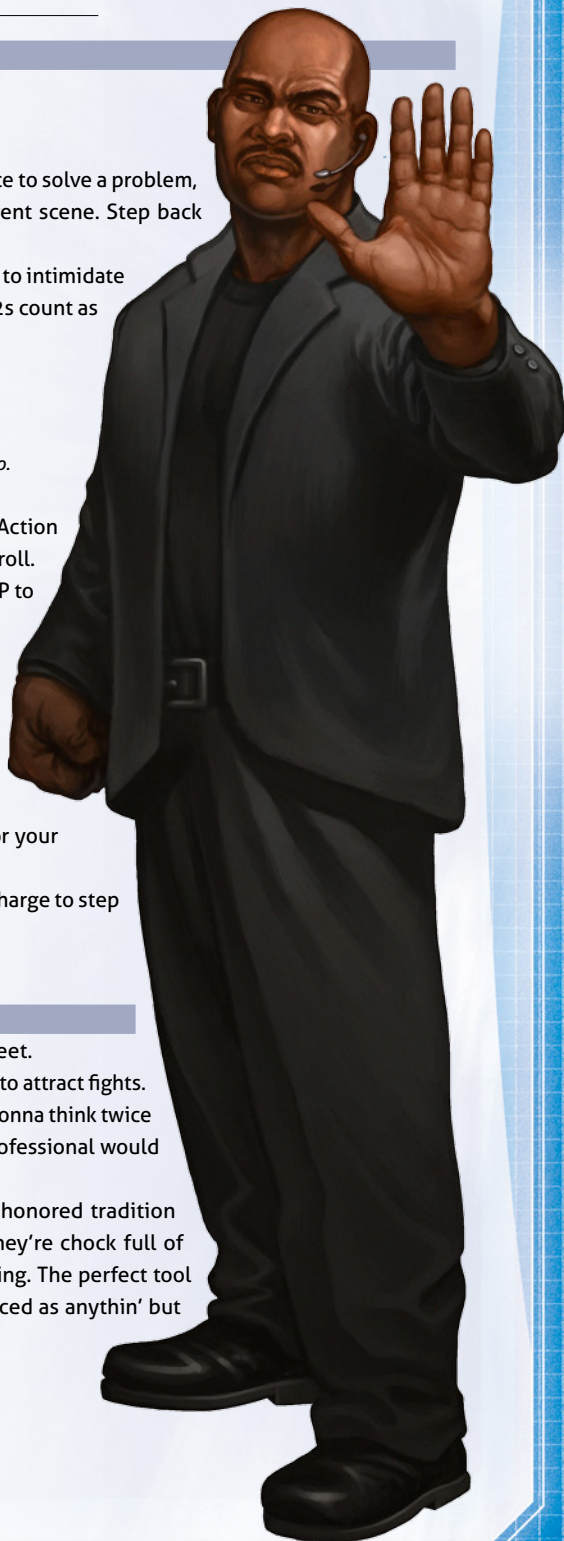
## SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

**Clean Suit D8:** If you look like a barroom brawler, you're goin' to attract fights.

If you wearin' a clean, pressed suit, even the junkies are gonna think twice before throwing a punch. No self-respectin' security professional would ever wear anythin' else.

- Augmented Reality Shades D8:** Wearin' shades is a time-honored tradition of security professionals, and it's even better when they're chock full of miniaturized tech. Biometrics, facial scans, even targeting. The perfect tool for a security professional who doesn't want to be noticed as anythin' but shade-wearin' folk.



# SMALL-TIME TRADER

# Sam Courtright

"I'm no lao qian. You deal with me and I'll make sure you get a fair bargain."

Your parents are Alliance supporters who begged you to enlist in the War. To avoid disappointing them, you borrowed some money and a boat and left your home on Osiris over eight years ago. You always liked the travelin' life, but couldn't stomach a life of crime or poverty. You thought you found a way to make it work, by setting up shop as a small-time trader flyin' from place to place.

Thing was, when you started you didn't know the first thing about Guild permits, what goods folks wanted, or how badly you needed a mechanic and the like, so you got in deep. Though you know who to get more credits from, you're in debt up to your eyeballs. You've got a crew to pay, places to roam, and loot to sell.

But you're not worried. You've always managed to come out on top even after that bloody War was done and over with. Now, you run a small shop out of the back of your boat. You trade fair and the Border folk know it, too. Eventually, your ledger will go from red to black, right after you get that fancy new boat and give everybody a raise. 'Course you've always wanted to hire a Companion of your very own. Maybe you'll buy your folks a vacation, too...

## ATTRIBUTES

MENTAL **8**

PHYSICAL **8**

SOCIAL **8**

## SKILLS

CRAFT **4**

KNOW **8** *Trade Guild*

SNEAK **4**

DRIVE **6**

LABOR **4**

SURVIVE **4**

FIGHT **4**

MOVE **6**

THROW **4**

FIX **4**

NOTICE **8**

TREAT **4**

FLY **8** *Transports*

OPERATE **4**

TRICK **6**

FOCUS **8**

PERFORM **4**

INFLUENCE **12** *Trading*

SHOOT **6** *Pistols*

## DISTINCTIONS

### DEBT **8**

*You're in deep, and it's a hole you can't climb out of easily. But for the time being, you've got resources.*

- Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- Something Borrowed:* When you create an Asset by spending money to purchase goods or services, step it up.
- Pay It Forward:* When you use your financial resources on behalf of another, spend 1 PP to create an appropriate **D8** Asset.

HIGHLIGHTED SKILLS: **KNOW, NOTICE, TRICK**

### GUILD TRADER **8**

*Your business is in moving goods and services from one place to another under Guild contract. It's not as free as you'd like, but there's security.*

- Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- Get Out of Jail Free:* Spend 1 PP when you're imprisoned, locked up, seized, or held. The Trade Guild springs you but they'll ask you to do something for them later.
- Shadow of the Guild:* Gain 1 PP when your decision to go against the Trade Guild's policies, practices, or orders puts you in danger or hot water.

HIGHLIGHTED SKILLS: **DRIVE, FLY, KNOW**

### SHIP'S CAPTAIN **8**

*A natural leader, you're responsible for the Crew and the ship you all fly in.*

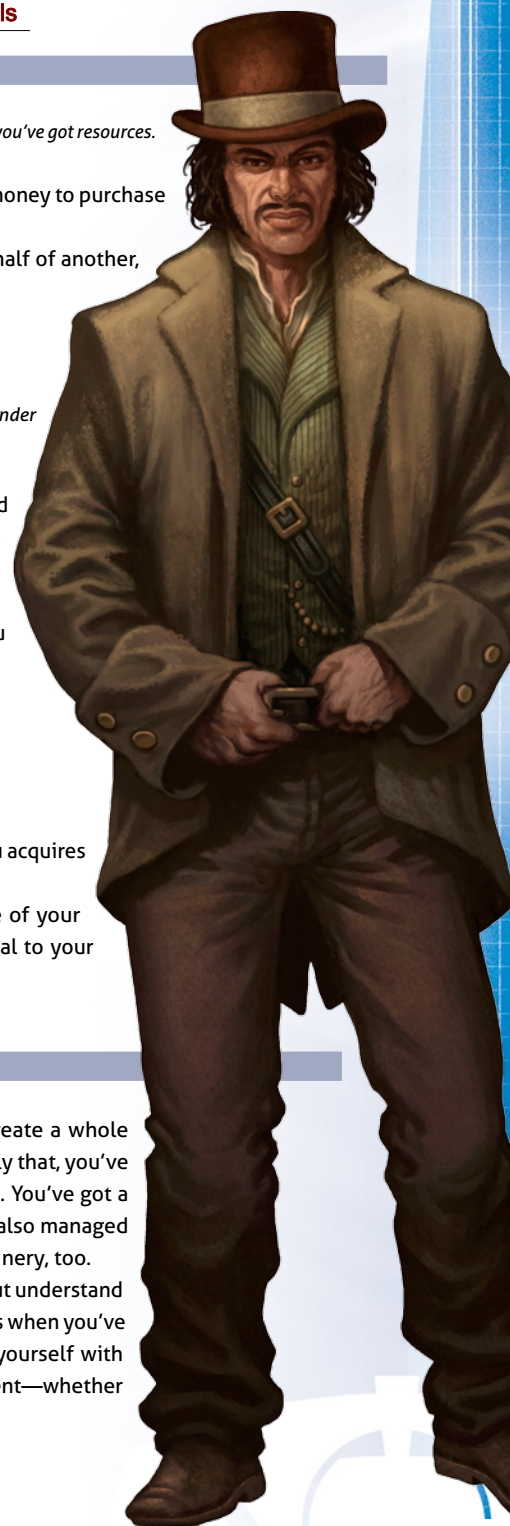
- Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- Protect the Crew:* When a Crewmember in the same scene as you acquires a Complication, spend 1 PP to take it away and step it back.
- Lead the Crew:* When one of your crew directly follows one of your orders, spend 1 PP and give that Crewmember an Asset equal to your **Influence** die rating.

HIGHLIGHTED SKILLS: **FLY, FOCUS, INFLUENCE**

## SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

- Secret Stash D8:** You're so business-savvy you've managed to create a whole separate inventory and hide them items on your books. Not only that, you've pinched a few items from your own customers here and there. You've got a few foodstuffs like tobacco, rice wine, and the like, but you've also managed to squirrel away a few important medicines, gems, and other finery, too.
- Emergency Alert D8:** You like to keep on the good side of the Law, but understand full well that not every deal goes down just right. For those times when you've got suspicious characters eyeing up your wares, you protect yourself with an emergency alert that sends out a call to local law enforcement—whether you're flyin' or not.



# BATTLE-WORN BOUNTY HUNTER Carrol Archer

"Cry all you want. I ain't got the heart to listen."

You're not innocent and you never claimed to be. Even as a child, you had a talent for killing things and you've got a lot of blood on your hands to prove it. First your pet fish, then your schoolteacher. You've always had a way about you. You chalk it up to your superior intelligence, 'cause you know the truth—you're not human. You're better than. You operate outside the law and you're so good at what you do, you've managed to keep finding the kind of work you like.

Sure, you have to lie from time to time just to fit in and talk your way out of trouble, but that's part of the job. You've always been the lone wolf type with no family to speak of and no love to call your own. You were sad when your fish died and still get broken up about it from time to time, but that's not a secret you'll ever let slip.

It was only natural you'd become a bounty hunter. You killed men, women, and children on both sides of the War. Don't matter who won. Folks say you aren't right in the head, but they're wrong. You're still alive, and they're not. There ain't nobody better equipped to capture prey than you and you'll keep at it while you still draw breath. Well, provided you get paid. Otherwise, them that's too weak to do their own dirty work will find themselves in an uncomfortable position—with a gun to the back of their pretty, little heads.

## ATTRIBUTES

MENTAL **8**      PHYSICAL **10**      SOCIAL **6**

## SKILLS

CRAFT <b>4</b>	KNOW <b>6</b> <b>Battles</b>	SNEAK <b>4</b>
DRIVE <b>4</b>	LABOR <b>4</b>	SURVIVE <b>8</b>
FIGHT <b>8</b> <b>Grappling</b>	MOVE <b>4</b>	THROW <b>4</b>
FIX <b>4</b>	NOTICE <b>8</b>	TREAT <b>4</b>
FLY <b>10</b> <b>Shuttles</b>	OPERATE <b>6</b>	TRICK <b>8</b> <b>Lies</b>
FOCUS <b>4</b>	PERFORM <b>4</b>	
INFLUENCE <b>6</b>	SHOOT <b>10</b>	

## DISTINCTIONS

### BOUNTY HUNTER **8**

*There are wanted men everywhere in the 'Verse and people who'll pay good money for 'em. This is what you do. You don't have to like it.*

- Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- Tracker**: Spend 1 PP to create a **Quarry Asset** at **D6**. Choose your target; they don't have to be in your presence. You may use this Asset in any rolls made to track down and capture your target. Every time you use it in a die roll and fail, you may step it up by one. You may only have one **Quarry Asset** at a time.
- Cortex Sniffer**: Spend 1 PP to use **Operate** instead of **Survive** to track down a fugitive.

HIGHLIGHTED SKILLS: **FIGHT, FLY, NOTICE**

### VETERAN OF THE UNIFICATION WAR **8**

*It don't matter which side you fight on, war leaves a mark on your heart n' soul.*

- Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- Fightin' Type**: Spend 1 PP to step up or double your **Shoot** or **Fight** when you're outnumbered.
- War Stories**: When you create an Asset or take a Complication related to a wartime flashback, step it up.

HIGHLIGHTED SKILLS: **FIGHT, SHOOT, SURVIVE**

### SMOOTH TALKER **8**

*You can talk your way out of a life sentence or into a locked room. Just don't make promises you can't keep.*

- Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- Gift of Gab**: Spend 1 PP to double your **Influence** die for your next roll.
- Start Fresh**: Spend 1 PP at the beginning of a scene to step back all of your social or mental-based Complications.

HIGHLIGHTED SKILLS: **INFLUENCE, KNOW, TRICK**

## SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

- Mag-Boots D8**: Hunting your prey out in the black requires a certain kind of finesse. It's hard gauging how far to jump or what kind of cables to bring with you. That's why you always wear your mag-boots. They may not look like much, but your magnetic boots have saved your life more times than you can count.
- Whisper Firearm D8**: You know a well-placed bullet to the head will always attract attention—no matter who you're shootin' at. That's why you pack a quiet gun. The Whisper Firearm has a built-in silencer that suppresses the sound of gunfire. Why, it's perfect for a bounty hunter like yourself.



# CORTEX HACKER

"Of course I can get you access without an ident card. How much were you payin' me again?"

You've got what you like to call a "special connection" to the Cortex. There ain't a program you can't figure out, a system you can't hack, or an ident card you can't mimic. It's not that you had any real trainin', you just picked up bits and pieces here and there on your travels. Your ability to tap and fix them wires that need fixin' is what gets you from place to place.

Thing is, you weren't always as skilled as you are now. When you were experimenting, you did something bad. It was back on Bellerophon. Oh, it's been a few years now, but you were poking your nose into the governor's personal data files and found evidence of his crimes and the affairs he was havin'. If you were from a normal family, you would have been tossed into an Alliance jail cell and forgotten. But you aren't. Your mamma's a powerful judge on the wealthiest planet in the Core and she warned you the minute she knew the Law was comin' for you. Before she could convince you otherwise, you decided to run away, takin' those secrets with you.

First chance you got, you hitched a ride aboard a transport. Now, you're taking what jobs you can, selling your services to those who can afford 'em, and flyin' as far away from the Core as you possibly can. You don't care what system you hack or who it affects. There's no way you're going home until that gorramn governor is dead or your mamma tells you the coast is clear.

# Gabrielle Ndiaye

## ATTRIBUTES

MENTAL **10**      PHYSICAL **8**      SOCIAL **6**

## SKILLS

CRAFT <b>4</b>	KNOW <b>8</b> <i>Law</i>	SNEAK <b>10</b>
DRIVE <b>4</b>	LABOR <b>4</b>	SURVIVE <b>4</b>
FIGHT <b>4</b>	MOVE <b>8</b> <i>Zero-G</i>	THROW <b>4</b>
FIX <b>8</b> <i>Network</i>	NOTICE <b>8</b>	TREAT <b>4</b>
FLY <b>4</b>	OPERATE <b>12</b> <i>Cortex</i>	TRICK <b>4</b>
FOCUS <b>6</b>	PERFORM <b>6</b>	
INFLUENCE <b>6</b>	SHOOT <b>4</b>	

## DISTINCTIONS

### COCKY **8**

*You're a smug, self-assured sommbitch and you're not afraid to say it.*

- Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- Pride Goeth Before a Fall*: Gain 1 PP when your cocky attitude gets you in a mess of trouble that you could have avoided by being silent.
- Confidence*: Step up a social Complication to step up or double your **Social** Attribute for your next roll.

HIGHLIGHTED SKILLS: **FOCUS, INFLUENCE, PERFORM**

### CORTEX TECHNICIAN **8**

*Waves in the black don't just happen. From world to world, you've made sure nobody stops the signal.*

- Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- I'm Working Here*: Spend 1 PP at the beginning of a Timed Action involving communications, data, or computer equipment. For each of your rolls during the Timed Action, you may reroll any die that comes up 1 instead of accepting a Plot Point for that die. If a die comes up as a 1 when rerolled, it may not be rerolled a second time.
- In the Loop*: You may spend Plot Points for anyone with whom you are in direct contact via a communications network.

HIGHLIGHTED SKILLS: **FIX, KNOW, OPERATE**

### ON THE RUN **8**

*Someone's after you—Alliance, the Triads, the Guilds, maybe all three. You're a fugitive and you're trouble.*

- Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- Hide in Plain Sight*: Spend 1 PP to reroll a die when you're being pursued. On your next roll, both 1s and 2s count for Complications.
- Guilt by Association*: Gain 1 PP each time your actions cause your fellow Crewmembers to become targets for whoever it is that's chasing you.

HIGHLIGHTED SKILLS: **MOVE, NOTICE, SNEAK**

## SIGNATURE ASSET

Pick one Signature Asset **D8** and note that on your Crew Sheet.

**Cortex Smokescreen D8**: If you're going to hack your way from the Core to one of them backwater moons, you need a way to cover your digital tracks. Luckily, that's what your Cortex smokescreen program is for. It works pretty good, too. Well, most of the time.

- Worm Food Computer Virus D8**: A computer virus comes in mighty handy in your line of work—especially when there's information that needs to be chewed up and spit out. That's why you've developed Worm Food, a computer virus that'll eat its way through a program or file in seconds, leaving a mighty big hole behind.

